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FREE INSIDE: BOOK OF ADVENTURE

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NEWS + REVIEWS

GAMES BOOK



ADRIAN MOLE/ADVENTURE BOOK



BEYOND THUNDERDOME/P134

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TENTS

THIS ISSUE

● We've had some neat prizes to give away to the growing number of *C+VG* addicts in the past — but this issue we've gone completely O.T.T. on the competition front.

Thanks to **Elite** we've got a genuine **COMMANDO** arcade machine to give a way to the first prize winner in our great *C+VG* Chartbusters Competition.

And that's not all. **PSS**, the people who brought you the hottest computer pinball game around for the Spectrum and Amstrad have come up with a REAL pinball machine for the winner of our Design a Pinball competition.

So, if you want to turn your home into an arcade, you won't want to miss these two terrific competitions. There's tons of software up for grabs too.

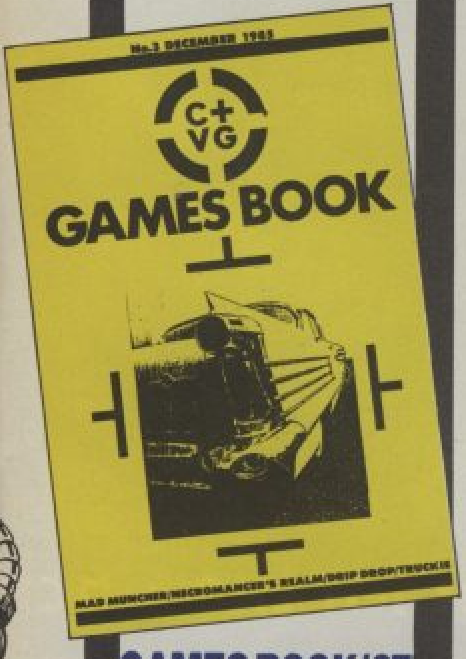
Goonies is going to be one of the big movies this Christmas and you could win tickets to go and see it — plus a Goonies treasure trove from **Datasoft** and **U.S. Gold**.

Once you've riped the issue apart to get at the entry coupon you can settle back to read **Keith Campbell's Book of Adventure** FREE inside this action packed issue. There're reviews, a big helping of the Adventure Helpline, features and, you guessed it, another competition. You could win a Goblin's personal stereo from Bored of the Rings.

Arcade Action hits you with a game that's going to take the arcades by storm. Called **Gauntlet** it's like nothing you've ever seen before.







C+VG

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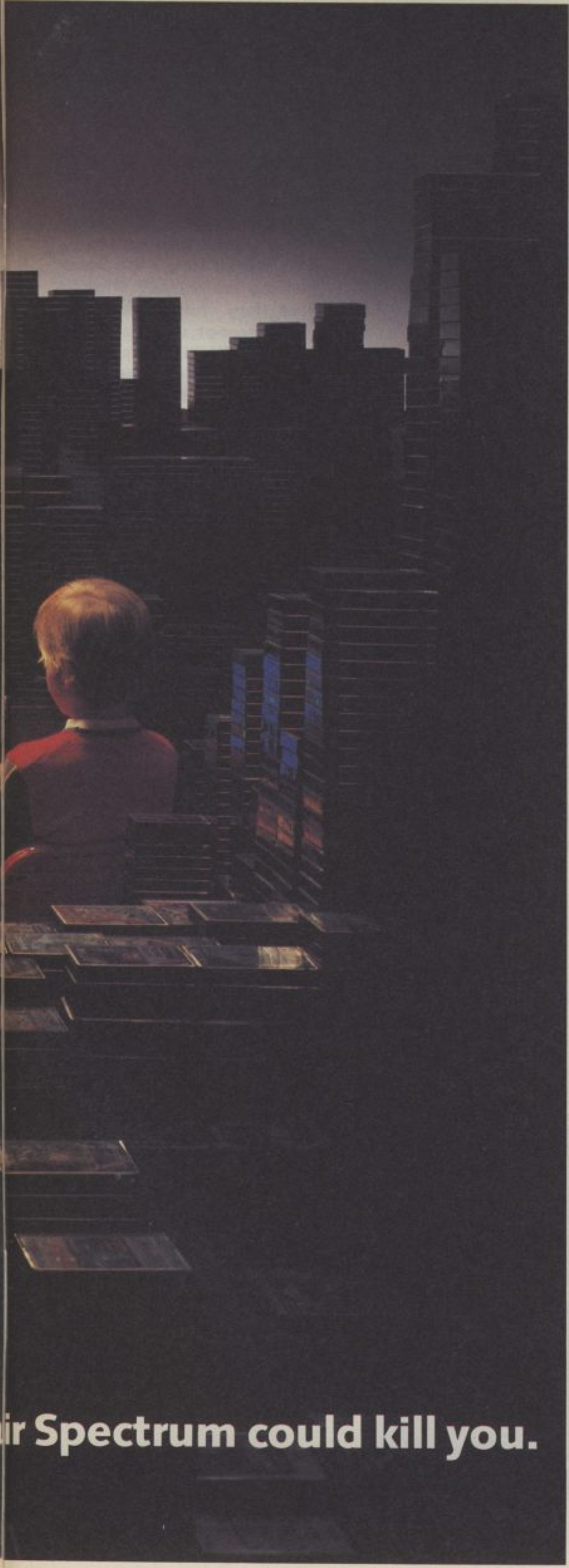
. . . and the Bug Hunters!
© Jerry Paris

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Trying to play all the games you can get for the Sinclair
(About 5,000 times.)



How would you like to be blasted out of the sky by anti-aircraft guns?

Or perhaps you'd prefer to be vapourised by a Thargoid starship.

Or eaten for breakfast by mutant rats.

Well, you have all this and more to look forward to, if you get a Sinclair Spectrum +.

Because there are more games available for the Spectrum + than any other home computer.

(About 5,000 the last time we counted.)

Not all of which lead to such sticky ends, we might add.

You may, for instance, rather battle it out on the chess board with a Russian grand master. Or cross swords with Nick Faldo on the golf course.

You won't just have the pick of the current titles either.

You'll get first shot at the new ones too. Because most of them become available for the Spectrum + before anything else.

And because there are so many other Spectrum owners there are more books and magazines and clubs to join.

So if you get a Spectrum +, you may well end up in a Grand Prix pile-up.

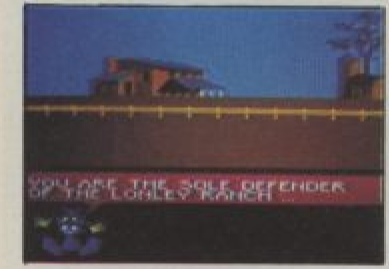
And your chances of being killed by Gremlins are very high.

But you'll never die of boredom.

sinclair

NEWS

☐ Here are a couple of screen shots from an exciting new totally interactive graphic adventure "movie" soon to be released by **Ariolasoft.** Called **Wild West** it comes from the Hungarian Andromeda software team. It features some unique "zoom" techniques and much more. If you want to become a gun-toting Pale Rider, watch out for this one in your local computer store. It's extremely playable — believe us. Full review next month — plus a special feature on the software that's coming to you from behind the iron curtain. Don't miss *C+VG* next month.







☐ Following hot on the heels of **Racing Destruction Set**, Activision are soon to release their own racing game with a construction set called **Fast Tracks**.

The game is based on the original Scaletric slot car concept where you can build up any shaped track you like, and then race on it against your friends or, in this case, the computer.

After loading, the player is asked to select between racing on one of the preset tracks that come with the program, or designing a new one.

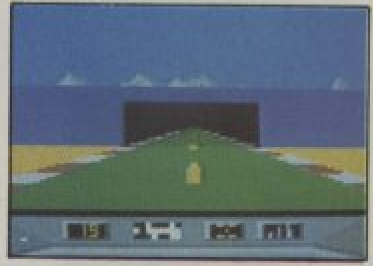
If you decide to construct your own track, you are presented with a larger grid in a window on the right-hand side of the screen, which scrolls over the whole area that can be built up.

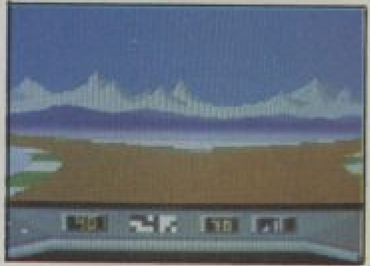
The left-hand third of the screen contains a vertically-scrolling menu which holds all the track pieces that can be used to construct your circuit.

Actually constructing a circuit couldn't be easier. You simply move the cursor with the joystick to the track menu. Moving up or down causes the menu to scroll in the appropriate direction until you find the piece you are looking for. Pressing fire picks up the chosen track and you can now move it to the construction window ready for placing.

When you find the right place, simply press the fire again and the track is placed on the map.

Fast Tracks lets you review the track you are building on a small scale, 2D view at any time.





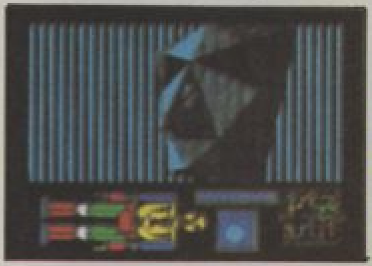
☐ Electric Dreams are also resurecting Automata's innovative **Deus Ex Machina** program. **Deus** features a proper audio soundtrack on a tape which you play in sync with the game. Electric Dreams are repackaging and repricing the 64 version of this game. It will cost £9.95 — and if you miss it at that price, you're absolutely crazy.

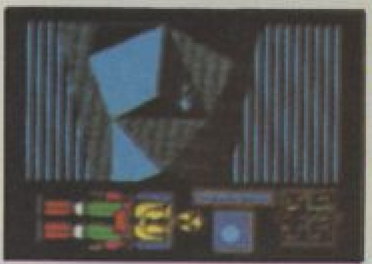
☐ British Telecom have proved to be real stick in the MUDs with their mega-interactive adventure. Technical problems are delaying the launch of the first nationwide **Multi-User Dungeon** game. The good news for existing subscribers is that they will still be guaranteed free credit for the trial period whenever it takes place.

The Great M.U.D. Challenge featuring *C+VG*'s own champion adventurer battling against fellow Muddists will now take place in the Spring. Watch this space for more details.

M.U.D's launch manager, Mike Anderiesz, said: "There hasn't been a program of this size or complexity before. The problems we're experiencing are just last minute bugs."

☐ This is **I, of the Mask**, the latest game from Sandy "*Ant Attack*" White. **Mask** features the most advanced 3D graphics yet seen on the Spectrum. It should be out soon on the new **Electric Dreams** label. The game is all about reconstructing a long lost mega-robot — watch for a full review next issue. Meanwhile just drool over these pics...





WHO'S

☐ Disturbing facts about little people actually LIVING inside your computers have been uncovered by *C+VG*'s investigative reporter DAVID BISHOP. Why has the truth been covered-up for so long? Who are these creatures? What do they want? And why do the eat so much? In this EXCLUSIVE report, *C+VG* uncovers the mystery of the Little Computer People... Here David Bishop tells how the L.C.P.s were discovered in — where else — the good old USA...

DATELINE: DEC 18th 1980
David Crane (who would go on to write such notables as **Pitfall** and **Ghostbusters**) was thinking about computer systems. A niggling glitch was bugging him. Perfect code was going in but mumbo-jumbo was coming out.

DATELINE: MAY 7th 1984
Rich Gold, an artist muscian with moderate computer experience was off key! Every D-flat he puched into his computer came straight back out as a D-sharp....not a pretty sound!

DATELINE: JUNE 11th 1984
Gold theorised that the continued glitching he was encountering was caused by something or someone inside his computer playing havoc with his music.

DATELINE: JUNE 28th 1984
James Wickstead & Associates, the well-known electronics design engineers, brought in to investigate the unexplained occurences in Gold's computer.

DATELINE: NOVEMBER 2nd 1984
After months of research suspicions began to grow. The frequency of glitches was increasing as if someone was trying to tell them to 'go away'. The research team could almost communicate with the perpetrators by setting up 'glitch-trap scenarios' creating situations that invited tampering...they were never disappointed!

DATELINE: DECEMBER 23rd 1984
Gold and Wickstead came to the conclusion that whatever or whoever was in there probably knew all about them because

C+VG PREVIEW

BEEN SLEEPING IN MY COMPUTER..?

anything entered into a computer has to pass through the user. This led to a "friendship treaty." "Maybe they like us. If so, we have to create a comfortable environment to lure them out,' exclaimed Gold, who further postulated that the computer dwellers would probably know of, and want, all the modern amenities of a modern home.

DATELINE: JANUARY 9th 1985
Back in Mountain View, California, David Crane sets up the Activision Research Group (ARG) to investigate strange forces inside computers.

DATELINE: JANUARY 22nd 1985
Crane hears of Gold's work and they decide to join forces. Work begins in earnest to find the right environment in which the computer dwellers could feel at home. They begin working night and day on everything from furnishings to plumbing to electrical necessities for the "home" they were creating.

DATELINE: JUNE 1st 1985
At last, after months of trial and error, the house on a disk is finally ready to be loaded into the Apple. At first nothing happened. Then after agonising minutes the doorbell rang twice!

It is very seldom that a computer game can be called completely original. Yes, many are clever with original themes or game play elements — but strip away all the graphics and sound effects and, like us, most games are alike.

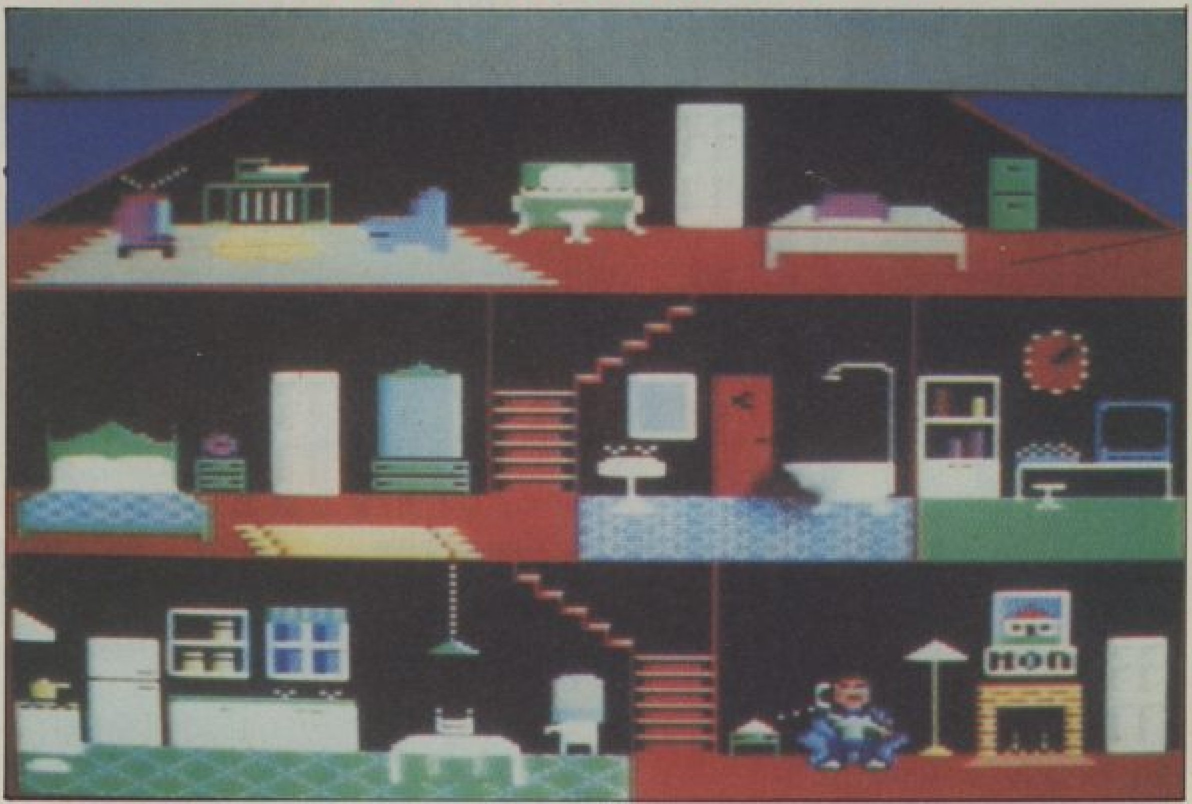
It is, therefore, a moment to savour when you actually load up a program that is totally unlike anything you have ever seen before. Activision's **Little Computer People** is such a program.

Imagine this guy, only one-inch tall, living in your computer, going about his daily life without a care in the world. Apparently, according to Activision, most computers are inhabited by Little Computer People (L.C.P.s) and each one is different.

With their 'House-on-a-Disk' you will be able to entice the L.C.P. into the house displayed on the screen.

What his name is or what the personality of your L.C.P. will be can only be guessed at until he moves in, and you don't even know when that will be because some L.C.P.'s are more timid that others.

What makes this program so special is not just that it is a refreshingly original idea, but the painstaking attention to detail in graphics, sound effects, and design. Combine this with the fact that every L.C.P will be different in some respect — surely a first in computer software — and Activision have a sure-fire winner on their hands. It even may prove as influential to future game design as **Miner 2049er** or **Pacman** have been.



What you get!
In what promises to be an elegantly produced package you will get one CBM 64 floppy (tape version very likely to follow) containing one "house-on-a-disk". A full colour 14 page glossy magazine is also included which explains how L.C.P.s have a vote and pay taxes," while the Pentagon asks "Whose side are they on anyway?"

The instruction manual tells you all you need to know about looking after your L.C.P. and how to communicate with, feed, give presents to and scratch the head of your newly adopted friend.

Loading your "House on a Disk" for the first time.
Having entered my name (you only ever have to do this once) and the date and time, I waited eagerly for my 1541 snaildrive to cease whirling. Finally a beautifully designed but uninhabited house appeared. Three or four minutes passed with nothing happening, but then, just as I was about to try reloading, the doorbell rang!

Moments later the door opened and an unsure looking face peeked through. The face was followed by a body as my L.C.P. took his first few tentative steps in his new home.

During the next ten minutes or so the latest addition to my monitor set about exploring every nook and cranny of the house, opening a cupboard here, a drawer there, and even investigating the closet. Then, suddenly, he left.

"Maybe he doesn't like the place," I thought. But a few minutes later he was back beaming from eye to eye, carrying a large grey suitcase. He had even brought his dog!

My L.C.P. went straight up to his new bedroom and unpacked before going down to the kitchen for a snack and a drink of water from the cooler. Soon afterwards he went upstairs, sat down at his typwriter and wrote me a letter explaining how nice he thought the house was and shouldn't he really be paying rent? He signed it Drew.

The typewriter is a good example of the meticulous attention to detail mentioned earlier. Drew sat facing me merrily typing away. At the same time the top of the screen showed a Drew's eye view of paper and typewriter carriage which move across the paper in perfect synchronisation with the actual typewriter he was using, Even the sound effects of the keys hitting the paper and the "end of line" bell sounded real.

Other features abound, such as Drew's hands moving in perfect time with the notes played on his piano, or the feeding of the dog. If you give Drew a can of dogfood, he'll go over to the bowl to see if it needs filling.

If it is empty, he'll put half the tin in the bowl and the rest in the fridge. If, however, there is already some in the bowl then Drew will put the unopened tin in the cupboard until it is needed.

With such a new concept, treated so beautifully, many people could find themselves forming long and meaningful relationships with their L.C.P. In short, Activision have a real winner on their hands with this one!

○ The 'HOUSE ON A DISK' created by Crane and Hold now commercially available for the Little Computer People (L.C.P.) in your Commodore 64.

RECREATION ROOM
Complete with TV, stereo and well-tuned upright piano. All L.C.P.s are musically inclined but some are more gifted than others. L.C.P.s often relax in front of the box or practice their latest Travolta moves to the newest disco sounds on their stereo.

CLOSET
What L.C.P.s get up to in the closet is one of the mysteries as yet unsolved by researchers. Recent data shows closet popularity is definitely on the increase!

TYPEWRITER
For those more literary L.C.P.s this is a must and provides their main means of communication with humans because, after years of watching us, L.C.P.'s have

Continued on page 11 ▶

SPECTRUM 48K

SPECTRUM 48K

U.S. GOLD
All American Software

ARCADE HALL OF FAME

BLUE MAX

* Entered UK Charts
22nd February 1985
Weeks in Charts – 12

'Blue Max is certainly a great game'
Crash

RAID!!

* Entered UK Charts
4th April 1985
Weeks in Charts – 22

'Absorbing, addictive and fun to play'
Crash Smash

FLAK

* Entered UK Charts
8th October 1984
Weeks in Charts – 6

'Will you survive the Flak'
Your Computer

ROCCO (Gremlin Graphics)

* Entered UK Charts
1st July 1985
Weeks in Charts – 6

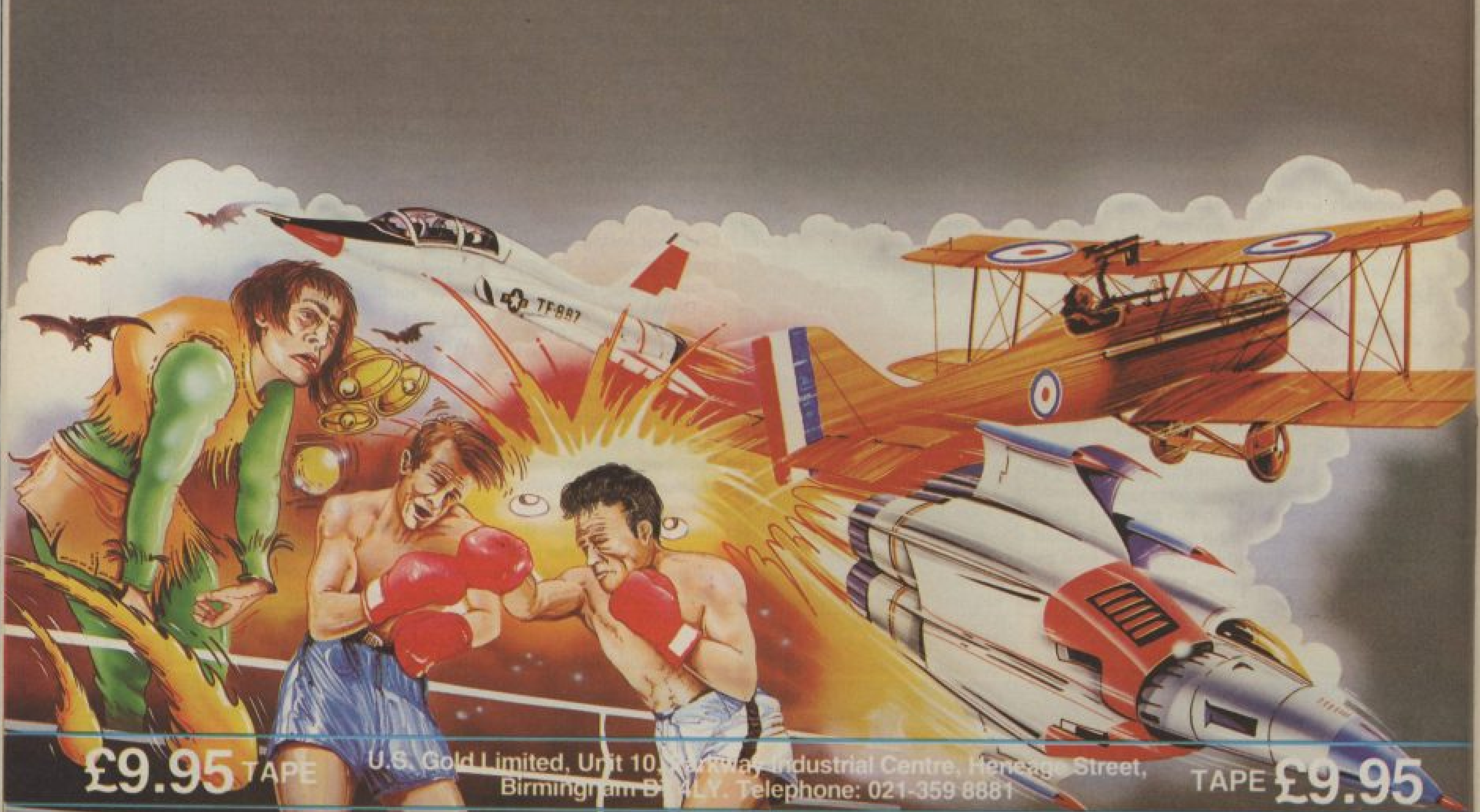
'Animation is great, if you want a good punch up – Rocco is the game for you'
Computer & Video Games

HUNCHBACK II

* Entered UK Charts
19th December 1984
Weeks in Charts – 18

'85% Very playable and addictive 'Long life in terms of appeal'
Crash Smash

A CHARTBUSTING COMPILATION FOR SPECTRUM PACKED FULL OF PUNCH



£9.95 TAPE

U.S. Gold Limited, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 8881

TAPE £9.95

* Based on compiled data (64/Spectrum) from Ram/C / Micro Dealer Charts

▶ Continued from p9

learnt to type perfectly in English!

FILING CABINET
L.C.P.s like to keep things as tidy as possible. Packs of cards, books of anagrams, typing paper — they're all here.

BEDROOM
Early experiments with water beds proved *disastrous* to computer circuitry so traditional firm-matressed beds have been provided to alleviate certain back problems caused by cramped living conditions.

BATHROOM
Being fastidious little creatures L.C.P.s always wash their hands after going to the loo and their teeth after meals so a basin and cabinet are essential. L.C.P.s love to take long showers although there have been reported complaints about lack of hot water.

ALARM CLOCK
Even L.C.P.s have to get up in the morning!

DRESSER
The drawers are full of changes of clothes for the fashion conscience L.C.P. Pyjamas are also kept here.

TOILET
L.C.P.s, like anybody else, have to perform certain bodily functions. Fortunately Crane and Gold were thoughtful enough to put the toilet behind closed doors. L.C.P.s value their privacy too, you know! They also never forget to pull the chain.

KITCHEN
For many L.C.P.s this is the most important room in the house and comes with ample storage space, a cooker, water fountain, fridge-freezer etc. The dog's bowl is on the floor.

STUDY
Of course L.C.P.s have their own computer, the question is are there even smaller L.C.P.s living inside these? L.C.P.s keep their book collections here too.

LIVING ROOM
One of the most spacious rooms in the house, replete with armchair, log fire, reading lamp and phone. All L.C.P.s spend a lot of time on the phone — to whom nobody knows.

FRONT DOOR
This is where L.C.P.s keep their woodpile to feed the fire when it's cold. Presents, such as records, books and food (for both dogs and L.C.P.s), can be left here.

● Here we print for the first time anywhere extracts from the diary of a little computer person. The tiny book was found lying beside C+VG's trusty C64 one morning. Could the L.C.P.s be trying to tell us something?

THE SECRET DIARY OF DREW — AGED 1½

Wed. 27th September:
5.37pm.
Spent an amusing afternoon tinkering with a program my human was trying to run. He looked most upset. I must try and find out what this ritual of trying to pull their own hair out is all about. Very strange.
Thur. 28th September:
10.13am.
Discovered something new in my computer. Am debating whether to investigate.
10.16am.
My curiosity has got the better of me. I'm going to take a look. If anything should happen to me, I leave all my worldly circuit boards to my cousin Burt.
10.18 am.
It would appear that the human I've been observing for some time has given me a house to live in. It may be a trap!
10.25 am.
This is great, all the mod cons I ever dreamed of seem to be here. Stereo, phone, TV, shower, gas cooker, the works. I've even got my own computer. I've decided to throw caution to the wind and move in. Who knows, maybe my human wants to observe me!
12.01 pm.
Just finished moving all my things in. This place is really roomy. The dog seems happy enough too. But remember how long it took me to home-computer train him.
12.17 pm.
Had my first meal in my new house...feeling very happy.
12.18 pm.
Fed the dog.
12.52 pm.
Can things get any better? There's a piano upstairs and I just had a go. It's a breeze after that SID chip.
12.36 pm.
My human's called David. He's just been talking to me. Can you believe it?
6.40 pm.
The phone didn't stop ringing this afternoon. It's typical, get a new house and suddenly everyone wants to know you. From time to time various humans gathered round their side of the monitor screen to see what I was up to. Honestly, don't they know the meaning of the word privacy. Still, I decided to humour them.
9.27 pm.
It's getting a little chilly so I'm going to light a fire. I saw some logs outside the front door on my way in.
11.45 pm.
Just watched a great movie on TV about these guys going around exterminating ghosts. I think I'll try and learn to play the theme music on my piano it's quite a catchy tune. Time for bed.
Fri. 29th September:
12.47 am.
Can you believe it! Just as I was on my way to bed David asked me to play a game with him. I mean...it's the middle of the night! Still, life does have its little compensations. I won $23 off him playing poker...he really hasn't got the faintest idea.
3.03 am.
Got up to go to the little persons room and, while getting a glass of water, noticed that David hadn't left me any more food. I'm a little concerned but I'm sure he'll remember before the morning.
7.40 am.
Slept well. Still no food. This is serious. Decided to write my human a letter.
8.55 am:
Did some exercises in the bedroom. Hardly a substitute for two eggs sunny side up, but at least it took my mind off food for a little while. I feel a little weak. This is getting serious.
1.55 pm.
Still no reply to my letter. Decided to write another one. Maybe I'll try to attact his attention by asking him to play a game or banging on the screen. Water almost run out. Things are getting a little desperate.
4.00 pm.
Feeling ill. I'm even turning green. Am going to bed. Maybe this will increase my sympathy rating.
5.20 pm.
At last! He's remembered me! About time too.
5.22 pm.
Had slap up meal to celebrate!
9.55 pm.
Ate super then sat down to read the newspaper. Read an interesting article about little people living in computers. Have they only just realised? Maybe Reuters could syndicate my life story!
9.57 pm.
Wrote a letter to Reuters.

Thurs 3rd October:
8.40 am.
A letter arrived from a magazine called *Computer and Video Games* this morning. Apparently Reuters weren't interested but passed my letter on to these guys who want to publish parts of my diary. Great! This could be the break I've been waiting for.

■ Rumours of **Soft Aid II** were premature. But Rod Cousens, the man who masterminded the original project says that there will be **Soft Aid** compilations for the Beeb and Amstrad coming soon. There's also a new compilation on the way to raise funds for the current anti-heroin campain on the way. It will be called **Off the Hook.**

The Secret Diary of Adrian Mole from Mosaic headlines the new Commodore 64 Christmas Compendium pack, which sells for £199.

The compendium comprises: The Commodore 64, a 1530 Datassette, **Music Maker, Designer's Pencil** from Activision. **The Secret Diary of Adrian Mole** and a copy of the best-selling book, **"The Growing Pains of Adrian Mole".**

In addition to the Christmas Compendium, Commodore is also launching two other value-added packs: a peripherals package for the Commodore 64 and a 64 complete with disk drive and software.

The peripherals pack, which will be available while stocks last, comprises a 1541 disk drive and dot matrix printer.

For those first-time users who want a complete system immediately, Commodore is packaging together for Christmas a Commodore 64, 1541 disk drive and two top games, for £299.99.

Both programs in the pack have produced by US Gold and available only disk; **Super Zaxxonds.**

■ Sunburnt and salt-soaked, surfers are the riders of the storm.

They challenge the sea's might and, although they can never tame it, they use it to their own advantage to produce one of the most exciting and exhilarating sports around.

Now the challenge, frustration and enjoyment of trying to ride the waves on a board has been captured in a new computer game, **Surf Champ**, by the Irish software house New Concepts.

And to launch and test reaction to the Spectrum game, New Concepts organised a computer surfing championship to coinside with the European Surfing Championships held in County Donegal, Ireland, in October.

New Concepts claims **Surf Champ** is the ultimate sports simulation, as near to the real thing as possible. The game is also revolutionary in that it

Continued on p124▶


The Commodore 128.
When you look at the facts they do seem to weigh rather heavily in our favour.
When you add it up, the Commodore 128 is really three computers in one.
It can run 64K, 128K and CP/M software. Giving it the largest range of computer software in the world. Making it as efficient in business as it is entertaining at home.
That's why Commodore has become the world leader in microcomputers.
And why, on balance, the Commodore 128 has no equal.
commodore

KEY

GRAPHICS
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The C+VG review team don't play games with their ears blocked up you know!

VALUE
Is the game really worth all those pennies? Will the novelty last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

BLITZ GAME
C+VG's way of telling you that the game must not be missed!

TAU CETI

GAME OF THE MONTH

● **Machine:** Spectrum ● **Supplier:** CRL ● **Price:** £9.95

"My shields are low, the scanner is out, I've fired my last missile and there are three Hunters on my tail...I need to find a repair centre FAST! There's one — and the airlock is opening. But will my Gal-Corp Skimmer make it before those Hunters wipe me?"

Just where in the galazy have you landed now? On *Tau Ceti*, that's where. The roughest, toughest planet in the known universe. And you're playing what we at *C+VG* confidently predict will be the Christmas Spectrum number one. Big words — but just look at what's in store for you if you're lucky enough to get your hands on a copy.

Take *Elite*, and a dash of *Impossible Mission*, and some *3D Tank Duel* to add some spice and you've got the recipe for a real blockbuster. And we haven't even mentioned the super fast scrolling, neat graphics and totally addictive game play.

But before this review starts going totally over the top, let's take a look at what the game is all about.

Basically it goes like this. A plague has decimated the inhospitable desert world of *Tau Ceti* and the tough pioneer settlers have been forced to evacuate the planet, leaving behind the automated systems which helped them survive.

As scientists battled to find a cure for the mystery plague a massive meteorite smashed into the planet. And something went horribly wrong with the automated systems — all the droids and defence systems ran amok destroying anything and everything that dared to venture into the cities of Tau Ceti.

The systems are controlled from a massive fusion reactor in the planet's capital — Centralis.

Someone has to get in there and shut down the reactor using hidden cooling rods and stop the rogue robotoids — that someone is you!

After all, the scientists have discovered a cure for the plague now and Gal Corp want to start making some cash out of the planet, again...

So it's into your Skimmer and down to the planet where all the adventure and danger you've ever dreamed of is waiting.

Fortunately, the Skimmer is heavily armed with a laser, eight heat seeking missiles, eight anti-missile missiles, eight starlight flares, infra-red nite sights, plus shields and a four way *Elite* style scanner to avoid those nasty blind spots.

You've also got an onboard computer to help you work out just what is going on down on Tau Ceti!

On loading you see a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your viewscreen, below that is a long blue area. This is your contact with the Skimmer's powerful computer. At the right of the screen are five information windows. At the top is a compass and real-time clock along with a message showing the direction of the view selected, the city you are in and the ship's flight status. Below that is the scanner which gives a plan view of you surroundings, and below that three more smaller windows. The first gives the pilot's name





WIZARDRY

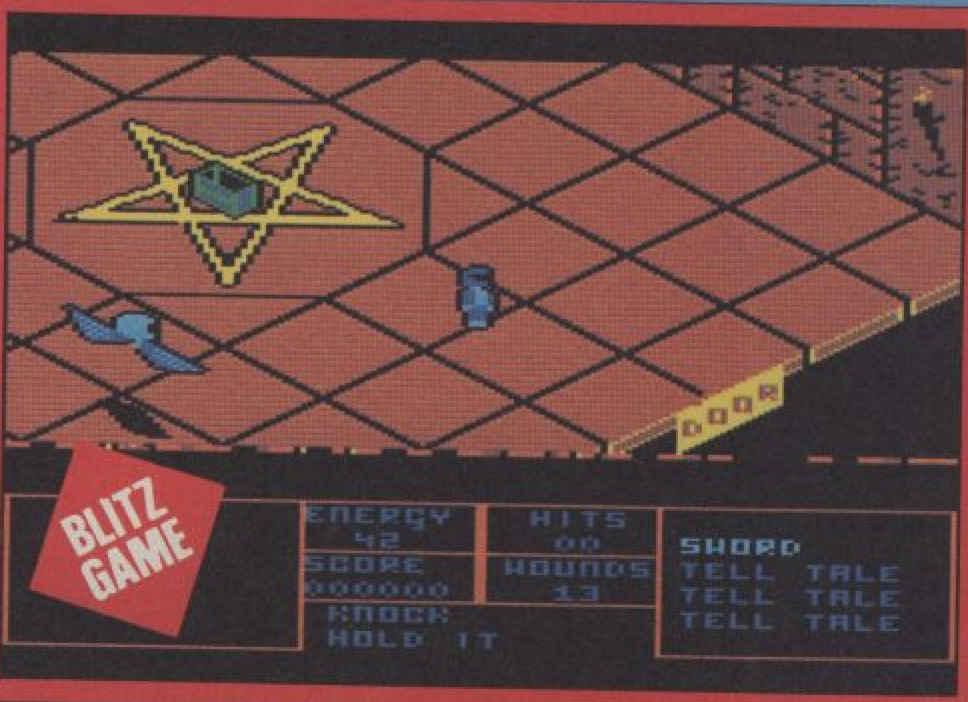
● **Machine:** CBM 64 ● **Price:** £9.95

Watch out Ultimate. Here comes The Edge. *Wizardry* puts up a real challenge to the dungeons and dragons type arcade adventure pioneered by the Ultimate team.

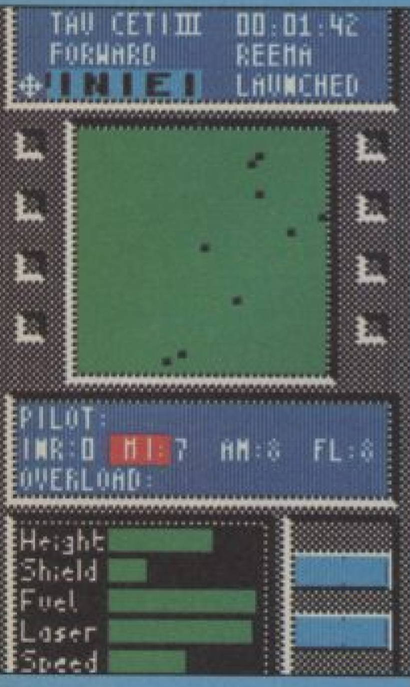
You play the part of Drinn, an apprentice loremaster, on a quest within the walls of the Castle of Illusion. Pass all the tests and you could become the youngest loremaster in the land.

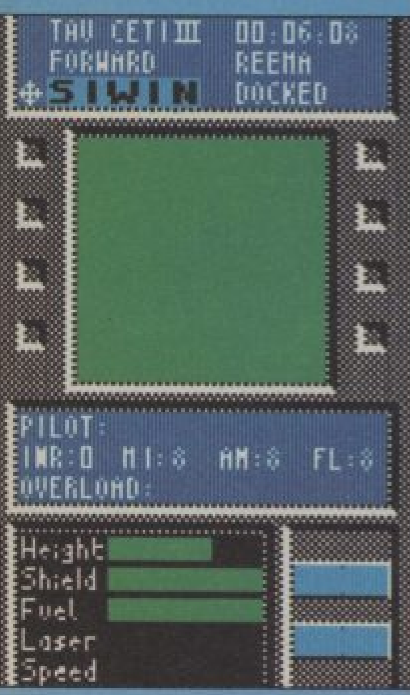
You start the game in a "floating" 3D corridor. Floating as the graphics for the castle corridors and rooms all appear against an inky black background. Below the graphics are status windows — including an inventory, a hits/wounds readout plus a message window for mystic communications.

The game is played using a combination of keyboard and joystick. The stick is used for movement and firing spells, using your sword while the keyboard calls up objects from your



● STARTS HERE ▶





and the scanner's complement of missiles and flares.

The second shows speed, shield energy, fuel remaining, laser temperature and height.

The third displays two automatic direction finders — the upper one locked onto the city and the lower onto your lander.

The Skimmer operates it two modes, flight mode and ground mode. In flight mode control of the program is via single keys or a joystick.

In ground mode you are in direct communication with the skimmer's computer via the computer window. You see the message "TYPE HELP OR SOME OTHER COMMAND" in the computer window.

Type HELP and the commands you can use are listed. Commands like MAP, RODS, LAUNCH, EQUIP, STATUS etc.

The MAP command enables you to see where you are — and where you can travel to. Each city is connected by a series of "jump pads" which enable you to take your Skimmer from city to city. The map shows you these routes. While in this mode you can zoom in and out of the planet to get an overall view or to check out a specific city.

Moving a cursor over the name of the city and hitting the fire button enables you to get a readout on the city's status. You can even ask you computer to FIND you a specific city and tell you all about it if you wish.

The RODS commands is a bit like the "pocket computer" part of *Impossible Mission*. You need to find all the rods to be able to knock out the Centralis reactor.

There are several types of flying nasties in each city — the toughest are the Hunters — there are three types of these and each are bad news to the average Skimmer pilot. There are also automated fortresses which take pot shots at you.

Should you take a lot of stick from the various attackers you can zoom into one of the repair and equipment centres for more missiles and a 6,000 mile service through airlocks which open as you approach.

Some of these centres are civilian and hold no weapon supplies. Other are military bases. You'll soon know how to tell the difference!

This game has some really nice touches. Try landing without slowing down and you bump along the ground! Shoot a guided missile at a retreating Hunter and you'll see it explode on the horizon — just like in Bugs Bunny cartoons when the villain is running away and Bugs chucks a stone which hits him just as you think he's escaped out of the frame!

It's even got its own built in notepad for you to write hints and information on as you go. You call this option up by simply typing in PAD on your computer.

You'll soon get the hang of using the map, computer and controls — and recognising hazards, buildings and airlocks. DON'T approach an airlock too fast. You'll find out what happens should you try it...

If you only buy one game a year — then get *Tau Ceti*. You won't be bored for another 12 months!

• Graphics	9
• Sound	9
• Value	10
• Playability	10

inventory and makes them ready to use.

You also have to use the Commodore key to open doors — it's not a fully scrolling game you see!

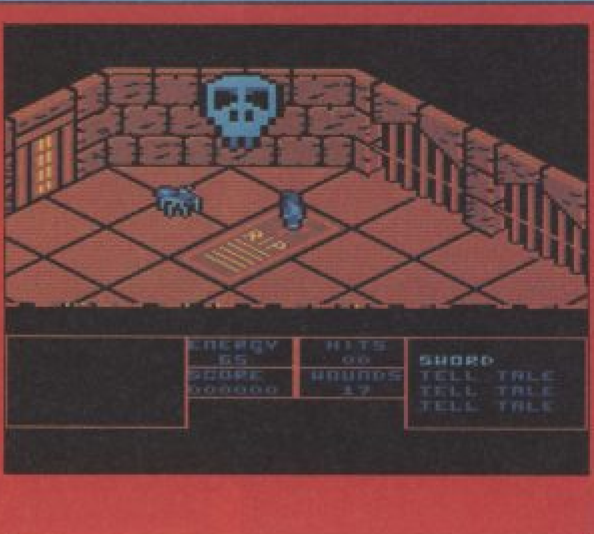
There are lots of puzzles and problems to be solved — but fortunately The Edge have included a few hints to get you started in the nice little booklet which comes with the game. You'll come across lots of surprises as you move through the castle — like the flying skulls and horned beasts who guard various chests.

You'll have to learn when to use a spell or when to fight with your trusty sword, when to open a chest or when to leave it well alone. But don't waste your spells — use them wisely or you could find yourself in big trouble.

Wizardry is the closest thing we've seen to a real-time animated *Dungeons and Dragons* style game — with many of the elements of the original role playing *D&D* included.

The graphics are — dare I say it — better than the Ultimate 64 games so far. The sound — a different tune for almost every room — is great.

And the game is absorbing and addictive. Could this be the start of something big from The Edge?



• Graphics	9
• Sound	9
• Value	9
• Playability	9



3D GRAND PRIX

●Machine: Amstrad
●Supplier: Amsoft
●Price: £9.95

Just what the Amstrad needed. A really nice formula one racing game! *3D Grand Prix* has great graphics, neat scrolling — but LOUSY sound.

This race car sounds like someone is playing a demented organ in the cockpit — and this really lets an otherwise excellent game down. We suggest that you kill the sound and make your own vrooom, vrooom noises as you play.

OK, moaning over. Let's take a look at the rest of the game. What you get is a driver's eye view of the cockpit and the race track ahead in regular *Pole Position* style. When you start Racing, you notice the nice touches programmers Mick O'Neill and Dave Mends have included.

Like the rear view mirrors which show other cars looming up behind you. Like the front wheels which actually turn as you blast around the bends. Like the steering wheel which also turns. Like the nasty spins you can get yourself into going around the bends too fast! The "car" slides away from you most realistically.

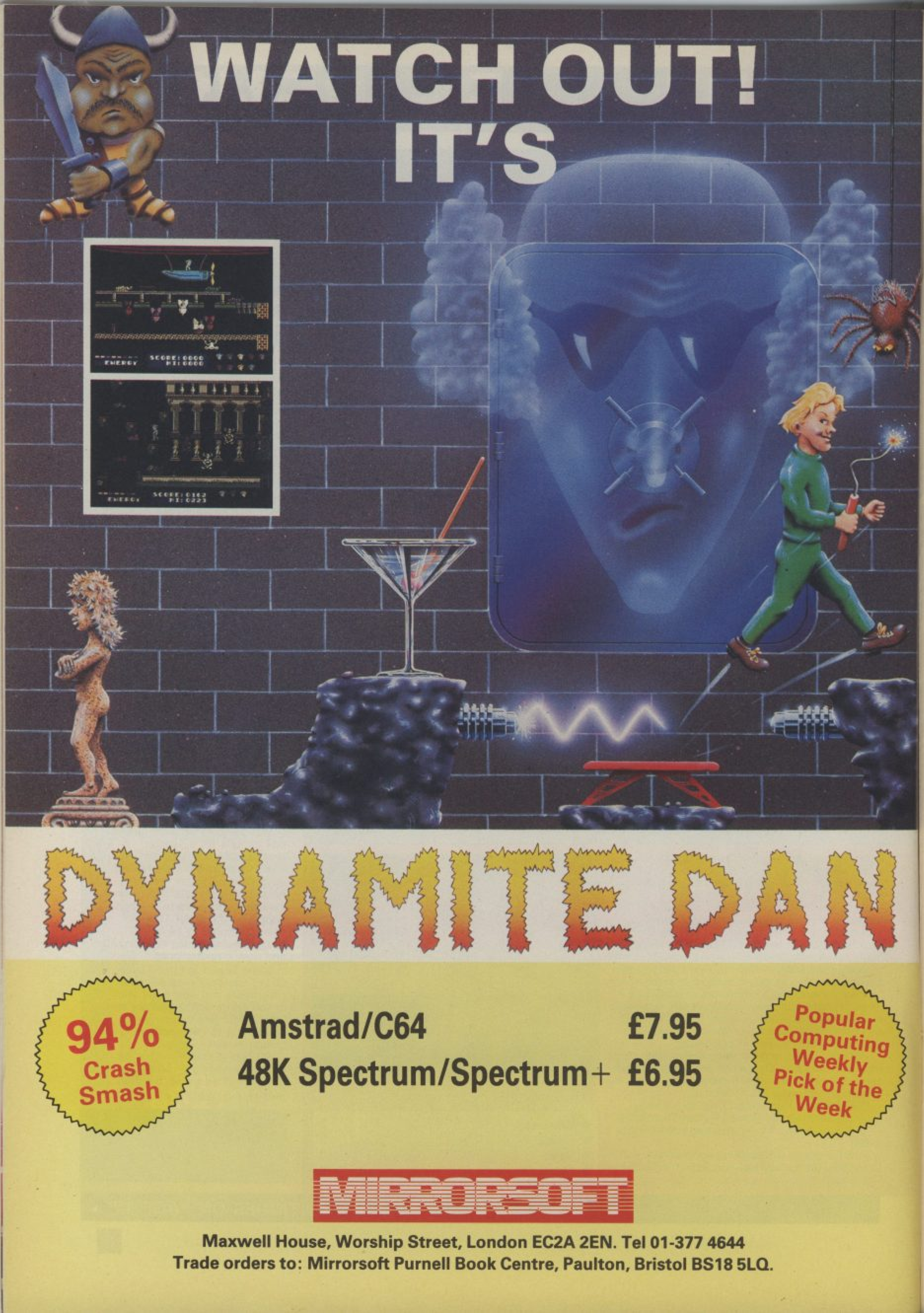
You compete on eight grand prix circuits for a season — scoring points as you go. You must finish in the top three of each race to qualify for the next. Tracks include Silverstone, Zanvoort and Kyalami — spelt wrong on the inlay! There doesn't appear to be any relation between the real circuits and the computer ones.

Game action is fun — overtaking can be a problem until you realise that you must stick to the inside of the corners and take a tight line when attempting to get past the computer cars.

3D Grand Prix — with a bit more fine tuning — could be a great Amstrad game. But that naff sound...Yuk!

● Graphics	8
● Sound	0
● Value	7
● Playability	8

● CONTINUES ON PAGE 17 ▸


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FAIRLIGHT

- **Machine:** Spectrum
- **Supplier:** The Edge
- **Price:** £9.95

"Huh! Just like Knight Lore," will probably be the most common phrase to pass cynical gamers' lips when they view the latest effort from The Edge, based in leafy Covent Garden.

Despite comparisons being odious, closer inspection will reveal a level of detail and precision which surpasses anything seen on a Spectrum before. Of course, sacrifices have to be made to incorporate such finery...

Loading proved no obstacle, and shortly an extremely pretty title screen appeared, along with a three-figure number in the lower left hand section of the screen. This number gradually decreases as the code is loaded, until it reaches 000, and a merry (if slightly lengthy) tune issues from the Speccy.

The plot is very long-winded so we'll leave out all the myth and magic and press on with game-play. A 3D picture of each location is presented, very much like the Ultimate games of late. The Edge have been making loud noises about a "Worldmaker" which was used to create the environment, and comments about hype aside, it really is very good.

You are presented as a fairly insignificant-looking fellow, sword-in-hand. Basic movements in four diagonal directions are accommodated along with jumping, object handling and combat.

I was frustrated with the object routine. It seems impossible to push an object from one room to another, which is a definite problem if you find a chest obscuring a doorway after some fearsome combat.

When the room is narrow, matters are made increasingly difficult. You can't push the blasted chest out of the way, you can't pick it up, turn around and put it down somewhere convenient. Doubtless you will find the offending object too heavy to carry without dropping a valuable item first!

There are lots of unfriendly people in the castle where most of the action takes place. Whirlwinds, knights, bubbles and hooded figures all wander around with seemingly nothing better to do than inflict severe physical damage on any passing traveller!

All-in-all, a great game. Certainly one for mapping freaks!

Graphics	9
Sound	2
Value	8
Playability	8

GOONIES

- **Machine:** Atari/C64
- **Supplier:** DataSoft/U.S. Gold
- **Price:** £9.95 (tape) £14.95 (disk).

Yet another movie spin-off — but this one sticks pretty close to the plot of the latest Steven Spielberg production.

Goonies, the movie, tells of a gang of young adventurers who discover a mysterious treasure map and then set off on a search for the lost pirate treasure in some spectacular underground caverns. You can read about the movie elswhere in this issue.

The game begins in the strange lighthouse owned by the nasty Mama Fratelli. It's basically a platform game with enhanced graphics and a two character control system. You have to move two members of the gang around each screen — and each must perform a specific task before you can move onto the next screen. You can either play the computer or two players can take part. You switch control by simply hitting the fire button

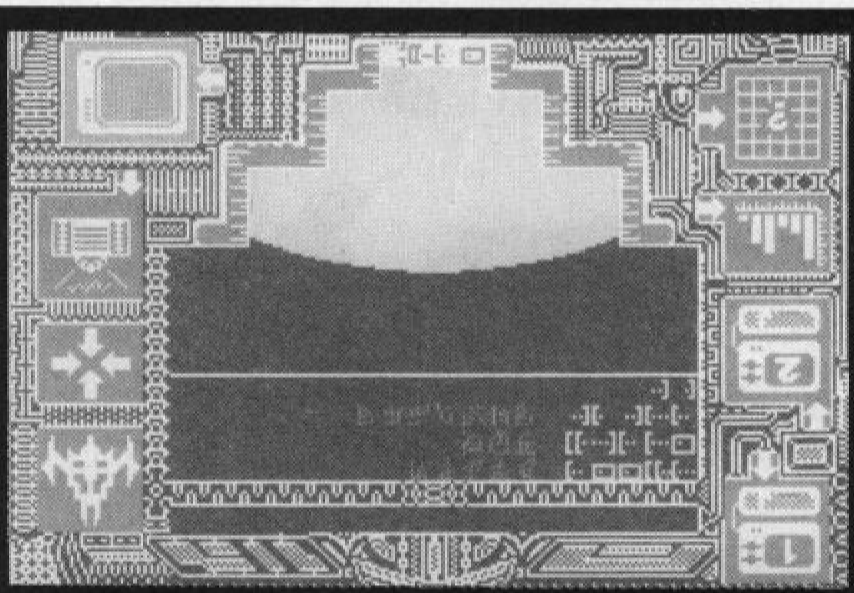
For instance in the first screen one character must nip up to the top of the lighthouse and start a money printing machine going. This makes Mama Fratelli — who guards the light house — dash out to collect the falling money.

Meanwhile your mate must dash into the lighthouse and push over a drinking fountain which opens the secret passage which leads to the buried treasure!

Each screen is packed with interesting puzzles and problems. The attention to detail is good — and the game is fun to play.

If you enjoy the movie, you'll want to get hold of the game. A challenge for platform fans.

Graphics	7
Sound	7
Value	7
Playability	8



XCEL

- **Machine:** Spectrum
- **Supplier:** Program Techniques
- **Price:** £7.95

This game is so well put together it's hard to fault it — but some parts of *Xcel* are so frustrating to play that it almost put this reviewer off totally.

But if you are a thinking zapper, you'll take to *Xcel* like an alien to hyperspace.

The basic idea of the game is this. Computers called Sentinals are ruling the universe and mankind has become a completely servile race dominated by the machines. You have stolen a spacecraft from the Oceania Museum of Technology — and are embarking on a deadly mission to destroy the Sentinals who inhabit 30 planets dotted around the galaxy. Each Sentinal is protected by varioius mechanical nasties.

You have to hyperspace around the galaxy, visit planets, find the Sentinal installations and destroy them. Sounds easier than it is . . .

You have two shipboard computers, one which keeps you informed about the status of your craft, the other which tells you about the planets you have visited, a communications channel which you can call on for game play hints if you get into trouble, a hyperspace drive, a galactic chart and five attack shuttles which you use to make low level attack runs on the planets.

When you start the game, you get a view through the front screen of your ship with a planet spinning below. The screen is surrounded by icons representing the various functions described above. When the icon is flashing, your computer wants to tell you something.

To explore a planet you have to send a shuttle down to explore. Then the screen switches to a plan view — *Dark Star* style — of the planet's surface.

You fly your craft through a series of obstacles — zapping them as you go. Then the first wave of Sentinal defenders appear, *Zalaga* fashion, spiralling down at you dropping deadly bombs.

You have to fly your shuttle through a "maze" of trees — and sometimes there seems to be no way out! If you're short on shuttles then this could be the end of the game for you. This reviewer managed to get through on about the fourth or fifth attempt — after visiting a number of planets to see if they were any easier! Immensely frustrating!!!

The game features some really nice graphic gimmicks — like the "communications" which appear in "computerese" then get translated into English by your shipboard computer. And then there are the screen "wipes" which happen when you enter various stages of the game.

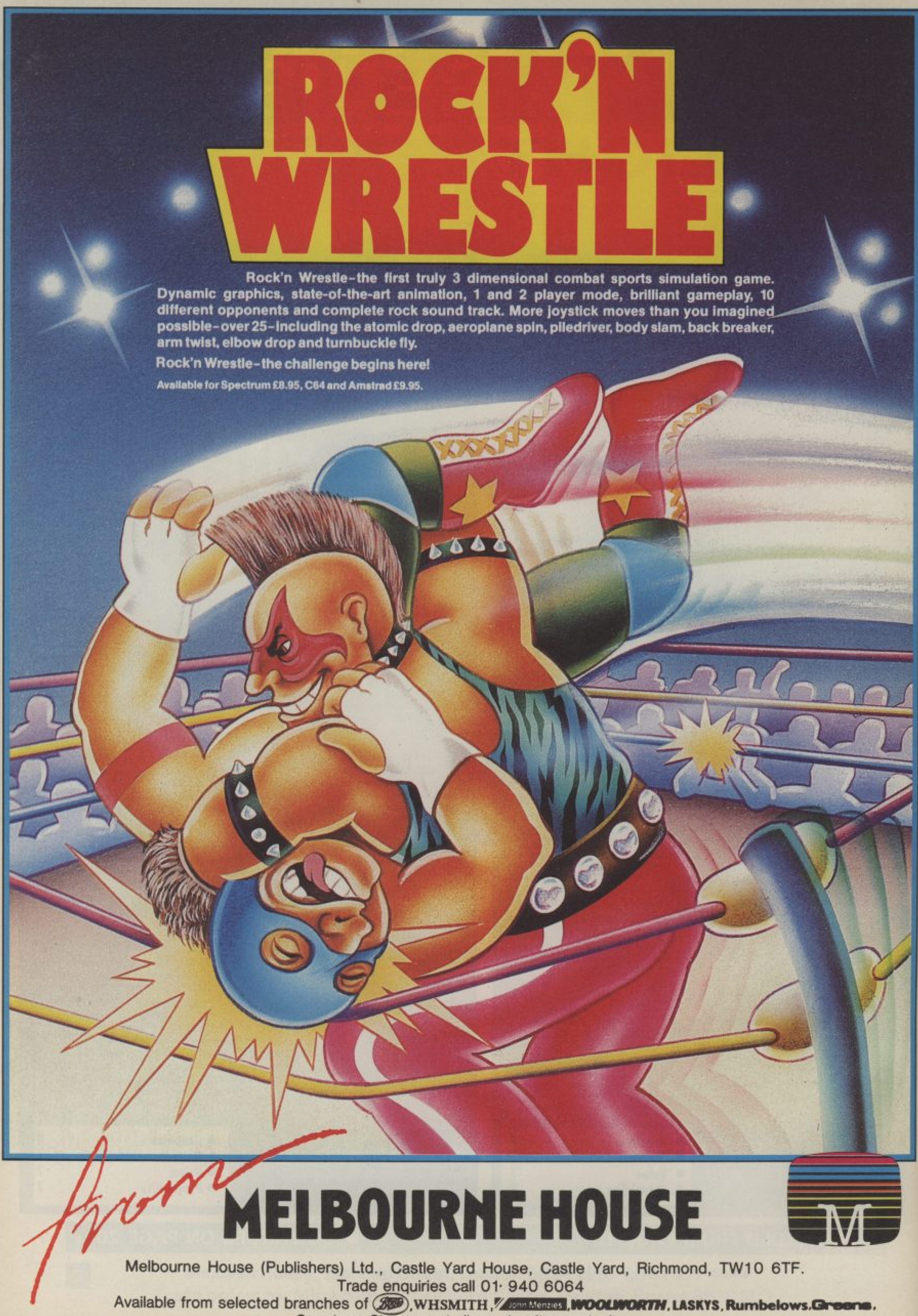
There's a useful help function which tells you just what all your controls can do for you and that communications link which gives game tips as you play. So many nice touches — shame about those trees.

Xcel is a really well presented game — one of the best on the shelves right now. If someone can tell us how to master the trees we'll give it a Blitz rating! Play it before purchashing.

Graphics	8
Sound	7
Value	7
Playability	7

▸ CONTINUED FROM PAGE 15

● CONTINUES ON PAGE 20 ▸


ROCK'N WRESTLE
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BY D.K.MARSHALL

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GUY IN THE HAT

- **Machine:** BBC
- **Supplier:** Blue Ribbon
- **Price:** £2.50

This game reminded me of Blue Ribbon's *Banana Man*, which was a weaker version of the same idea.

You are the Guy in the Hat, and you stay alive by eating biscuits and dodging Bickie Bashers. When you eat a biscuit, the hexagon it was in changes colour. Bashers can't enter these hexagons, and if you do, you vapourize.

It's more difficult to play than *Banana Man*, which is an improvement, and the enemies are much more fun — and harder to avoid. You can also fight back by dropping your hat and changing a hexagon to white — do it when a Basher is in the hexagon and you bash him for lots of points.

There are more controls than usual for this type of game — in addition to up left, down left, up right and down right, you can also move left and right, hit space to drop you hat and 'hyperleap' by pressing return.

Blue Ribbon seems to acknowledge the limitations of the idea behind the game. Like *Banana Man*, a second game *Secret Sam 2* is provided on the back of the cassette.

Graphics	7
Sound	6
Value	8
Playability	7

DARTS

- **Machine:** BBC
- **Supplier:** Blue Ribbon
- **Price:** £2.50

Well, it might not be what Eric Bristow would expect, but this is an interesting and varied game you'll keep returning to.

Needless to say, there is no dart-playing skill involved, beyond the obvious hand-and-eye co-ordination you need for most computer games.

There are three games you can play — 501, Round the Board and Cricket. 501 is the classic pub game for any number of players, with each player starting on any score up to 1001. This offers interesting handicapping opportunities.

Each player gets three darts in turn and you finish on a double.

Round the Board offers three skill levels, singles (dead easy), doubles (tough), and trebles (could take you all night). Each player has three darts in turn and you work round the board from one to bull.

Cricket is quite exciting. One player simply scores as many 'runs' as he or she can by aiming at the high numbers, while player two simply aims at the outer-bull and the bull. When the 'bowler' hits the bull, that counts as two 'wickets'. The outer bull counts as one wicket.

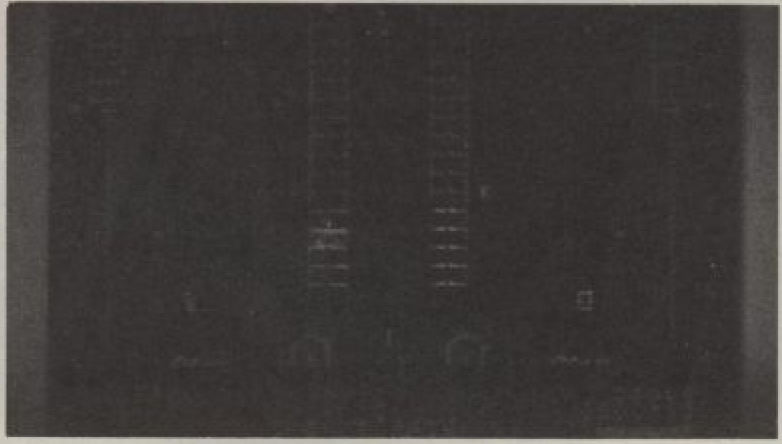
When the bowler has got all ten wickets, the first player's score counts as his or her 'innings'. The roles are then reversed and the highest innings score wins. Nerve-wracking stuff.

When the game starts, the dartboard is first drawn on the screen and, considering the fact that a dartboard is practically all curves, it's not bad.

In all three games, darts are 'thrown' in the same way — the very wobbly dart can be controlled, vaguely, to move left, right, up and down, and when it's hovering over the part of the dartboard you want to hit, you must choose the right moment to press the space bar to throw the dart.

Not at all easy when you're aiming to hit a double or a treble. Could keep you and your mates amused for hours.

Graphics	8
Sound	6
Value	9
Playability	9



WIZARD

- **Machine:** CBM64
- **Supplier:** Ariolasoft
- **Price** £12.95

It's a good time for C64 platform fans. What with *Monty on the Run* and now *Wizard* — a U.S. import from Progressive Peripherals.

The aim of the game is simple — to guide Wilfred the Wizard through forty fun-packed screens in search of treasures and magic.

The game follows the classic platform style — but with a few new tweaks. Like the screen where everything gradually goes invisible on you, or screens where the stairs suddenly disappear!

Some screens allow you to use certain spells to help you in your quest. You can become invisible to foil deadly monsters who prevent you reaching certain treasures, or blast them with fireballs on other screens or you can levitate when you make the wrong move and start plummeting toward certain death.

The game has four difficulty levels, six game options ranging from beginner to mystery — which you chose determines which level you start each game from.

You can change the speed of the game AND construct your own screens to call up later. All that and up to six players competing for the ultimate place on the hi-score table.

Wizard is a fast moving game with neat sound — and it's terribly addictive!

It's deceptively easy to get started — but you'll soon learn that there is much more to the game than you first suspect. The screens are designed in a way that will keep you guessing. For instance collect jewels or treasure and lots of other things start happening. *Wizard* is an extremely well programmed, well presented game — don't be put off by those who tell you it's just another platform game. It isn't — it's something else!

Graphics	8
Sound	9
Value	8
Playability	10

SOUTHERN BELLE

- **Machine:** Amstrad
- **Supplier:** Hewson Consultants
- **Price:** £7.95

Hewson Consultants was certainly on the right track when *Southern Belle* was released on the Spectrum earlier this year.

Southern Belle is not just any old simulation but an attempt to recreate the journey of a 1930 King Arthur Class 4-6-0 steam locomotive's journey from Victoria Station to Brighton.

Not only must you master the steam engine's controls — water and steam gauges, regulator, brakes etc — but also make sure you arrive on time.

The graphics are very effective, right down to the engine's fire.

Southern Belle is a fairly complex game to get to grips with, but if you're a steam train freak you'll love it.

Graphics	9
Sound	8
Value	9
Playability	8

CONTINUED FROM PAGE 17

CONTINUES ON PAGE 22


LORD OF THE RINGS
GAME ONE
AT LAST! The eagerly awaited sequel to the fabulous classic "The Hobbit" is now available. "The Hobbit", classed as 'the ultimate adventure game of all time', was just a taste of what you can expect in LORD OF THE RINGS.
Astonishing vocabulary, graphics and more locations than you could imagine possible!
LORD OF THE RINGS Game 1 is available on C64, BBC, Spectrum and Amstrad at £15.95. This stunning package includes two cassettes, large booklet and a copy of "The Lord of the Rings" Part 1.
MELBOURNE HOUSE

SLAPSHOT

- **Machine:** Amstrad
- **Supplier:** Anirog
- **Price:** £8.95

When *Slapshot* was first reviewed in *C+VG* back in May for the Commodore 64, we complained that you had to have several people to play it.

Why wasn't there a player versus computer option? What was and still is a great sports simulation game had the edge taken off it because of this.

Well, raise three cheers for Anirog. The Amstrad version of *Slapshot* has a one, two and player option.

Slapshot is a good representation of the rough, tough and dangerous world of ice hockey. The idea of course is to score goals.

Each game is divided into three periods of three minutes each. The puck can be passed from player to player in various directions.

Just as in real hockey, you can bodycheck you opponent, but if the tackle is too rough, you may be penalized.

Slapshot's great fun and worthy of a place in Amstrad owners games collections.

Graphics	8
Sound	7
Value	8
Playability	9

IMPOSSIBLE MISSION

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** U.S. Gold
- **Price:** £7.95.

They said it couldn't be done — But U.S. Gold have achieved the impossible and converted the Game of the Year onto the Spectrum. Ok, so the amazing speech synthesis on the 64 version of *Impossible Mission* is missing — but everything else is there. Including the awesome addictiveness of the original.

In case you've been hiding under a stone for the last 12 months, we'll tell you just what you've got in store once you lay hands on a copy of this game.

The evil Elvin Atombender has been tampering with the world's computers and is threatening to launch a deadly nuke-missile shower that will destroy the Earth.

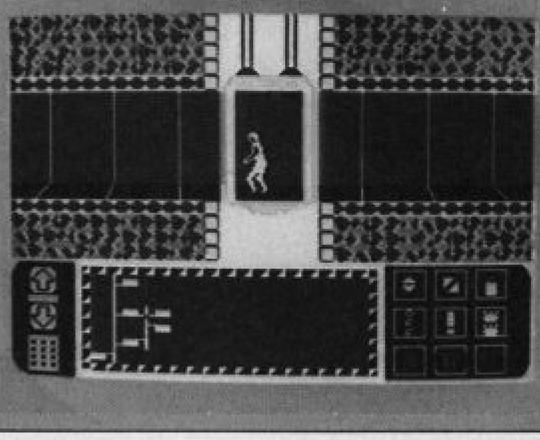
Your job is to penetrate Elvin's underground HQ, break his security code — and get into the control centre before he launches the missiles. You have just six hours to finish.

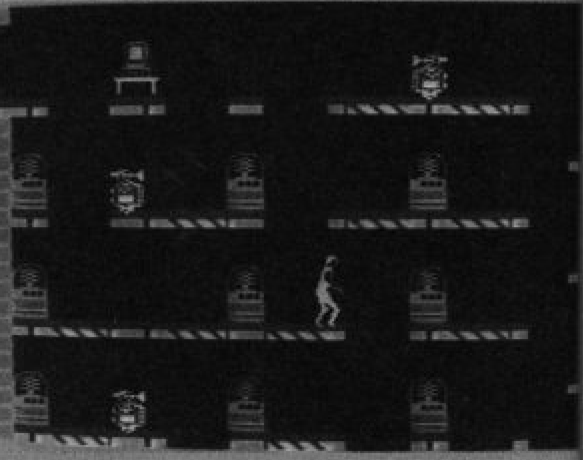
Being a mad prof type, Elvin has left bits of the control room password scattered about the 32 rooms of his stronghold — hidden in his furniture. You must search the rooms to find the bits and then use your pocket computer to piece ... together in the corr... der.

Sounds easy — bu... to deal with Elvin's un... ly droids who inhabit each room. And find your way around the baffling maze of rooms and lifts.

The rooms are constructed to foil even the best secret agent — packed with catwalks and platforms connected by lifts. In each room there is a computer terminal which you can use to disable the robots or reset the lifts — but only if you have discovered the right passwords during you search for the key to Elvin's control room.

Elvin's robots behave in





WILLIAM WOBBLER

- **Machine:** CBM 64
- **Supplier:** Wizard
- **Price:** £9.95 (cass) £10.95 (cass in video box) £14.95 (disk).

Confusion hit the *C+VG* reviews department when Tony Crowther's new game arrived. Is it an adventure? Is it an arcade game?! Because we couldn't make up our minds. We asked Veronica Campbell — KC's daughter — to tell us what SHE thought. Veronica has played adventures and arcade games. Surely she'll know...

"It was the title that first intrigued me. It sounded likely to be a goody, especially as it was not sci-fi and because it is an arcade adventure which saves all that typing. And, if you crack it, you could win £1,000!

The theme music plays throughout and, together with the excellent display, put me in a good frame of mind right from the word go. The tune was catchy, and did not get on my nerves as much as it might have done, because, quite honestly, I liked it (My Dad is trying to whistle it now!).

It is the type of tune you feel proud to have playing when you're on the phone, as people will think what a groovy computer you've got!

The graphics are good. You control a comical worm who bobs up and down, jumps down craters and gets chased by a fag-ash Lil type of character with a club.

As soon as I started playing I was rushing around trying to find all the locations to get really into it. At first I found this exciting — with red snakes and flying frogs were coming at me from all directions.



But soon I got into a rut and could do no more. I had found a key but could not reach it, nor had I managed to find a use for glowing orb. I was a tenth of the way towards the £1,000 prize! However, as I hadn't discovered how to open the locked doors I couldn't get any further.

The game did not play like an Adventure, but seemed very much like one from the packaging. I am told that there are clues in the cover picture, and in the cryptic poem on the back.

The cover shows pictures of castles, magic wands, frogs and snakes, which are all Adventure items. However, the game is definitely more arcade than adventure, since considerable joystick skills are required before you can hope to succeed in unravelling the clues!

Graphics	8
Sound	9
Value	7
Playability	7

▶ CONTINUED FROM PAGE 20

different fashions. Some are sluggish and don't seem too worried when you enter a room. But others will rush to zap you with a high voltage charge as soon as you set foot on their territory.

You have to deal with these using a snooze password which puts them temporarily to sleep. You can either pick up these passwords during a search of Elvin's furniture in the rooms or by playing a sort of "Name That Tune" game in the Code Rooms you will find during your exploration. By playing you can earn extra snooze and lift reset passwords.

The screen displays shows your agent in his current location and in the main window, with a plan view of the underground base — which unfolds as you explore — in the window below.

Impossible Mission is a game any self respecting Spectrum owner should have in their collection. We defy you not to be hooked from the moment you load it. A mission not to be missed...

• Graphics	9
• Sound	7
• Value	10
• Playability	10

SUPERSLEUTH

- **Machine:** Spectrum
- **Supplier:** Gremlin Graphics
- **Price** £7.95

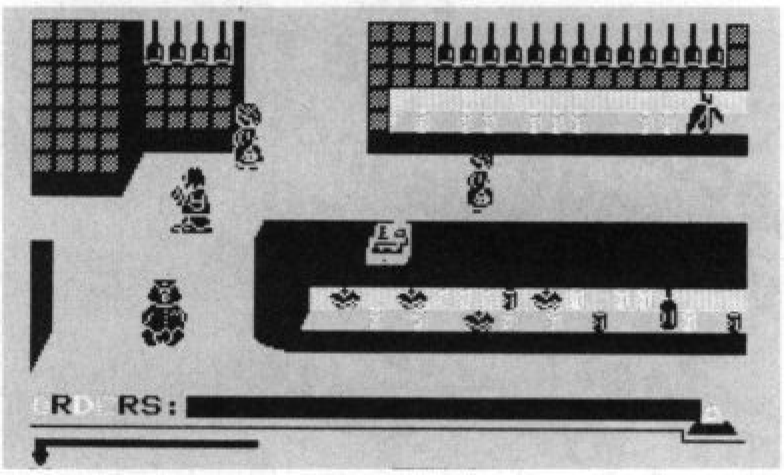
You are sacked. GET OUT! Gilbert "Grumpy" Gumphrey, aged detective at Mole Brothers Store, has had another bad day. But there's always another day.

There is enough going on in the 40 screens of Gremlin's new game to make Grace Brothers in *Are You Being Served?* seem really dull.

And it's not the normal game we've come to expect from Gremlin. *Supersleuth* is a touch more sophisticated, a lot more infuriating and jolly addictive.

The game invites comparisons with *Pyjamarama* and the like and comes off well.

Messages appear on the screen telling Grumpy what to do next. For example you may have to get the boss his tea, clear an invasion of ducks, put out fires, clear up floods or trap an escaped gorilla.



Fail to carry them out and you get a warning letter. Three letters and it's the sack. For you gamesters who love making maps, *Supersleuth* will put your skills to the test. Without one, you might as well give up.

One hint, it's a good idea for Grumpy to grab the skateboard. With it he can move around the store very quickly.

• Graphics	8
• Sound	8
• Value	5
• Playability	8

HIRISE

- **Machine:** Amstrad
- **Supplier:** Bubble Bus
- **Price:** £8.95

Beware of hasty judgements. I groaned inwardly at the thought of *Hirise*. Not another platform and ladders game.

However, some very nifty three dimensional graphics make *Hirise* a cut above the current crop being unleashed on the poor, unsuspecting public.

The story is simple. Builder Bob has a strike on his hands. But for him, work must carry on. He must work his way round the whole of the *Hirise* building site painting each scaffold as he goes.

The strikers have other ideas, however, and set about chasing him. If they catch him, Bob loses a life.

Hirise is a simple game but it is exceedingly hard and addictive to play. And with around 100 different screens to choose from, the game's challenge should last more than a few days.

• Graphics	9
• Sound	8
• Value	8
• Playability	9

GYROSCOPE

- **Machine:** Spectrum
- **Supplier:** Melbourne House
- **Price:** £7.95.

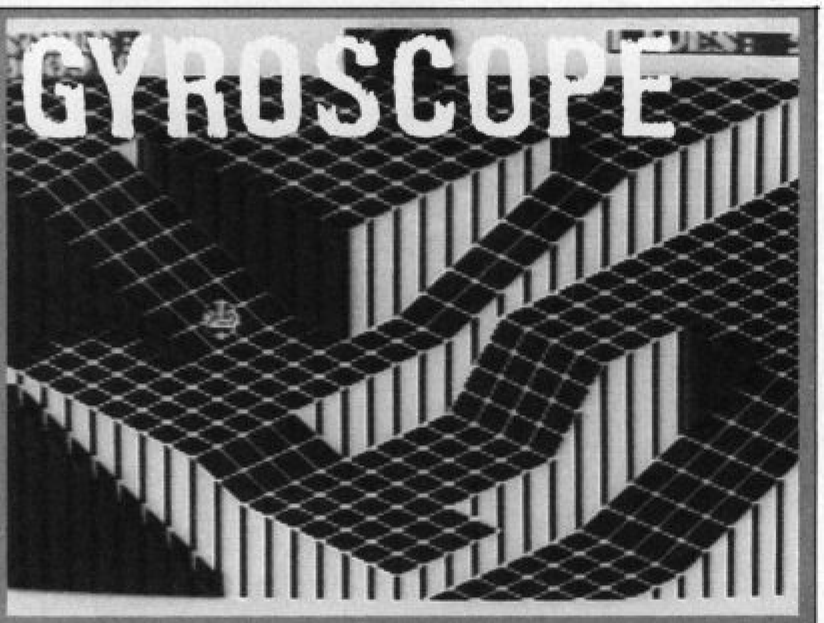
Well, here's something different. *Gyroscope* is like nothing you've ever seen before. Except maybe *Marble Madness*, the mega-arcade game.

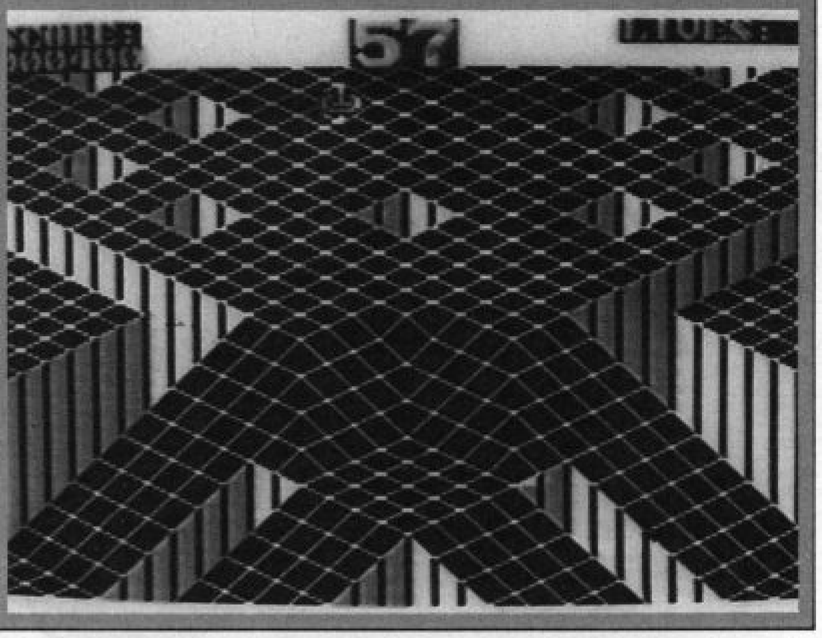
So what's the idea? Well, basically you have to guide a gyroscope — a spinning top type thing — down five different courses, avoiding aliens, magnets and negotiating narrow ledges and staying away from deadly pits. The courses are set in a futuristic 3D grid-style landscapes with weird folds and steep slopes.

You must manoeuvre your gyro around the hazards, down slopes and up hills to the end of each course using the keyboard or joystick. It's a difficult little machine to control.

You have five gyros to play with — and you'll need every last one of them. *Gyroscope* is definitely different — but difficult to get into. But DO give it a chance. It's worth getting hold of to stave off *Marble Madness* withdrawal symptons while we wait for that game to be converted for home computers.

Be prepared to spend some time learning the game and the control system though... Oh yes, there's some really nice synthesised music to go with the game. Give it a go.

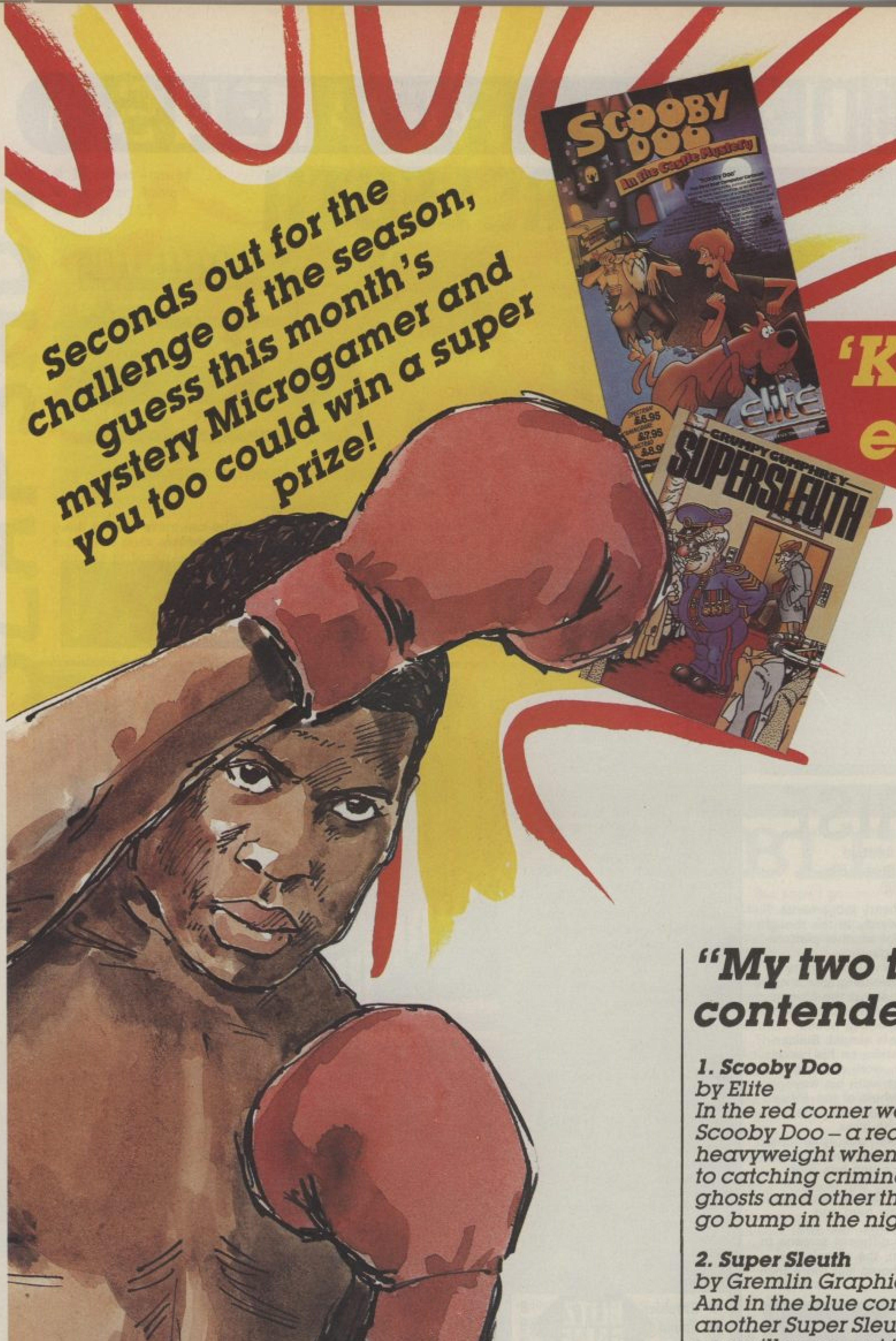




BLITZ GAME

• Graphics	8
• Sound	9
• Value	7
• Playability	7

• CONTINUES ON PAGE 26 ▶



"My two top contenders"

1. Scooby Doo
by Elite
In the red corner we have Scooby Doo – a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.

2. Super Sleuth
by Gremlin Graphics
And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

"Take a ringside seat and sample the excitement"

CLIFF HANGER

by New Generation
This fighter doesn't use his fists, man, – but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do *something* to stop the bandit shooting up the canyon.
Spectrum 48K **£4.95**

GRUMPY GUMPHREY SUPERSLEUTH

by Gremlin Graphics
Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy – my motto exactly!
Spectrum 48K **£7.95**

MINI OFFICE

by Database
Comprising word processor – for writing letters and reports, a database – for storing addresses, and a spreadsheet – for storing complicated numbers. Pretty high-powered stuff, don't you think?
BBC **£5.95**

MAD DOCTOR

by Creative Sparks
As Mad Doctor, in this blood-curdingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.
Commodore 64 **£8.95**

ckout games for fans rywhere'

MARSPORT

by Gargoyle Games
Box your way out of this one! The World needs a Champion (what about me?) Yes, but *you* can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.
Spectrum 48K and Amstrad **£9.95**

DYNAMITE DAN

by Mirrorsoft
Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.
Spectrum 48K **£6.95**
Amstrad and Commodore 64 **£8.95**

"Games to keep you on your toes".

RED ARROWS

by Database
These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break – only don't hit anyone here.
Versions for most machines.
Cassette **£8.95**
Disk **£11.95 & £12.95**

SPOT THE BALL

by Creative Sparks
Two sports classics in one pack, but you only play one at a time, OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Go to it!
Atari 32K **£8.95**

SCOOBY DOO

by Elite
Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.
Spectrum 48K **£6.95**
Commodore 64 **£7.95**
Amstrad **£8.95**

SPARKLERS SPECIAL

by Sparklers
A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest – anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.
Spectrum 48K and Commodore 64
4 games for £7.50

"Non-stop thrills from start to finish"

WHO DARES WINS II

by Alligata
Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.
Commodore 64 **£7.95**
Amstrad, Spectrum and Commodore 128 versions available soon.

All games featured above are available from Laskys, WH Smith and other good software stores.

Win



Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

If you think you now the answer, send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgamer is: ______

Send me your latest full list of software programs.
Name ______
Machine ______
Address ______
______ Postcode ______ CVG4

Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's Mystery Microgamer was Ian McCaskill. Prizes are on their way.

Prizewinners
Andrew James, Swansea
Bobby Earl, Birkenhead
Mark Johnson, Knottingley
Stephen Hirst, Castleford
Barry Cheeseman, Swindon
Graham Langlands, Dundee
Tim Walter, Bristol
Paul Cooke, Blackpool
Robert Wooley, Peterborough
John Baxter, Coventry



BLUE MAX 2001

- **Machines:** CBM64/Atari
- **Supplier:** U.S. Gold/Synsoft
- **Price:** £9.95 (cass) £14.95 (disk)

Remember Max Chatsworth, the daring air ace who took to the skies in his trusty bi-plane in *Blue Max?* Well he's back — warped far into the future and out to save the world from the evil FURXX!

It's not really the same Max, it's alleged that this chap is a descendant of that first hero — but who cares? This Max has forsaken his bi-plane and takes to the skies in his deadly new Cravonic Penetrator — which sounds vaguely obscene. But then I've got that sort of mind.

You must land at rebel controlled bases to replenish your supplies of ammo and fuel before taking off for more of the same!

All in all, this game is about as boring as the first Max. The graphics are lifeless, for example your ship is a simple glittering blob.

This game has no redeeming features. Save your pennies for *Winter Games!*

● Graphics	5
● Sound	4
● Value	2
● Playability	4

Q-MAN'S BROTHER

- **Machine:** BBC
- **Supplier:** Blue Ribbon
- **Price:** £2.50

As the title would suggest, this is a variation on Blue Ribbon's favourite *Q-Man* theme — the company's Screwball game is based on the same principle.

Instead of a pyramid, you have a simplified version of the 3-D *Munchy* grid to move around. As you move, squares change colour, and in theis version you have a time limit. When all the squares are changed, you move on to the next screen.

The opposition is not so imaginative — there's something else which not only chases you but changes any squares you've already altered back to their original colour, which is downright unfriendly of it.

If you've played *Screwball* and *Q-man*, there's not much here to hold your interest, and I found it considerably easier to play than the other two.

● Graphics	7
● Sound	6
● Value	7
● Playability	7

HACKER

- **Machine:** CBM 64
- **Supplier:** Activision
- **Price:** £9.95

In the twilight gloom the computer screen flickered into life. Two words appeared on the screen. The stark message read: "Log-on please."

What computer could this be? The temptation to try and hack into it is overwhelming. Would it be possible? Would it be ethical? Would I get caught?

Well none of those questions need worry you with the arrival of the brilliant *Hacker* from Activision. Your conscience can remain clear.

Hacker comes with no instruction book, no rules and no clues. The player must decide how to proceed and, indeed, just what the point of the game is.

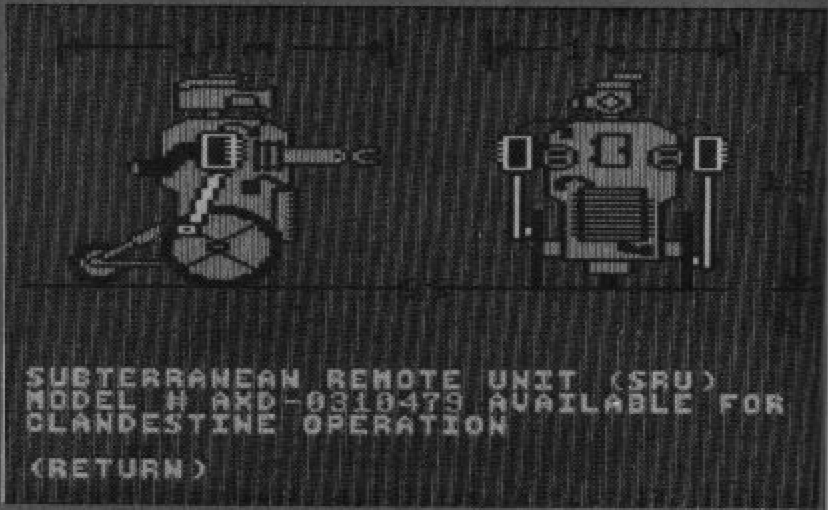
Thanks to Activision's product review co-ordinator, we were given a helping hand along the way. But there lies a problem. If we tell you what happens and what it is all about, the whole point of the game is ruined.

Anyway, *Hacker* is a thoroughly challenging arcade adventure with a touch of strategy thrown in for good measure.

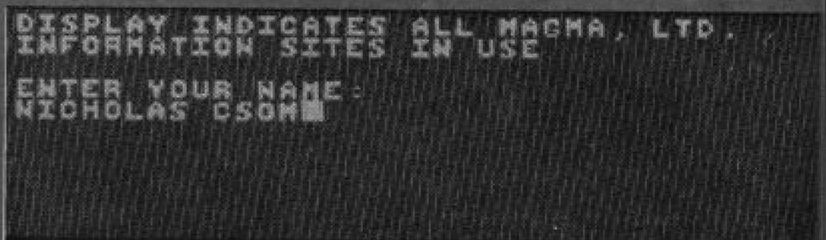
The clues and problems will want to make you want to rip your hair out by the roots and bite the carpet.

After logging-on — this is difficult but if you persevere the computer will pretend to malfunction and give you a chance to access the computer. — we suggest you try the name of the city.

Hacker is an intriguing and complex game based on a new and refreshing idea. It's a winner.



● Graphics	9
● Sound	8
● Value	9
● Playability	10





DIAMOND MINE

Machine: BBC
- **Supplier:** Blue Ribbon
- **Price:** £2.50

When I first played this, I almost decided it was impossible. You're a pipe being unreeled into a diamond mine and you've got to snake your way through narrow, tortuous tunnels to reach the diamonds.

Trouble is, the mine is full of bugs which seem to live off unwary pipes — if they eat you, the length of pipe in the mine at the time is lost. Not only that, if you touch a wall, you lose more pipe, and don't think you're safe if you've safely wound your way down to a likely diamond cache — a bug could grab you anywhere.

You get points for every diamond you manage to grab, and each one you reach is a real triumph, believe me. The pipe has a finite length, which didn't seem all that long to start with, and in successive screen it gets shorter.

The controls are simple enough, left, right, up and down — it's choosing the right split second to change direction and move down another tunnel that's so difficult.

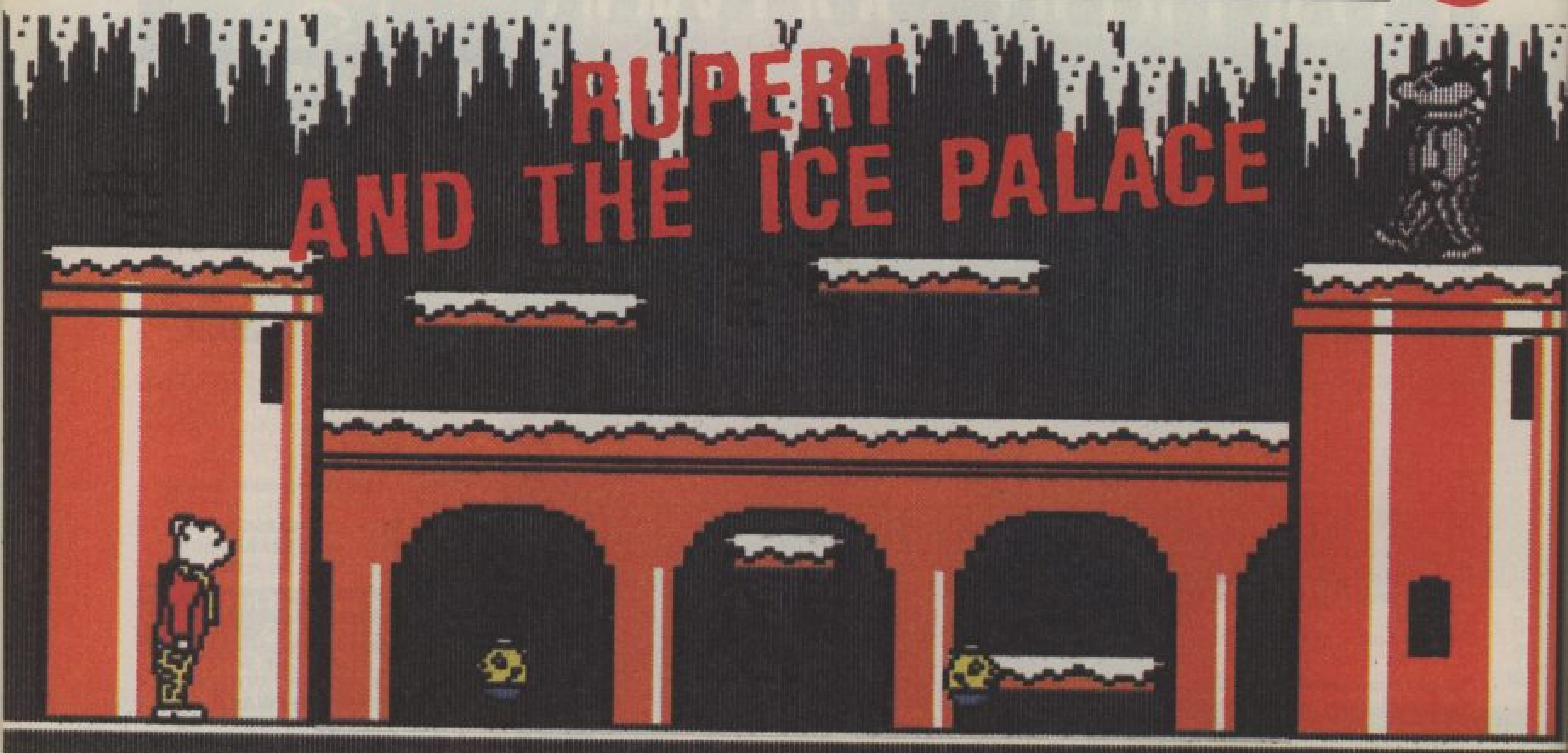
This is by far the best of the release of games from Blue Ribbon worth every penny of the £2.50 you pay for it.

● Graphics	8
● Sound	7
● Value	9
● Playability	9

▶ CONTINUED FROM PAGE 23

● CONTINUES ON PAGE 28 ▶

RUPERT AND THE ICE PALACE



- **Machine:** CBM 64
- **Supplier:** Quicksilva
- **Price** £7.99

After having a tough time getting to the *Toymaker's Party* Rupert is back attempting to rescue his woodland pals from the *Ice Palace*. The latest Rupert game follows the hop, skip and jump format of the first.

The graphics are as good as the original. Game play, despite the similarities to the first release, is a bit harder.

The object of the game is to unfreeze Rupert's friends — who include good old Edward Trunk and Bill Badger — who have been captured and stuck in the freezer by Jack and Jenny Frost.

Once he's defrosted his mates and taken them back to Nutwood Cottage, Rupert discovers that all his friends have left items of clothing behind. Just WHAT went on at the *Toymaker's Party*?

Still, being a good mate, Rupert sets off back to the Palace to pick up the discarded clothes. And if you thought it was tough rescuing Edward, Bill and the rest, wait until you try getting their clothes back. There's this evil snowman who keeps chucking snowballs at you.

Rupert has five lives or "ice pills" to help him complete the adventure. Once he's out of pills he turns blue and heads for home. He loses pills by tripping over various obstacles, getting hit by falling icicles or by making wrong moves.

It takes quite a lot of practice to get through the first part of the game — saving your mates — without losing a life or two. And you really need all your pills to succeed in the second part.

Overall, quite a challenging game, but frustrating at first. It will probably appeal more to the gamester than *Toymaker's*. Don't be put off having a look at it because you think Rupert is an old sissy. The game is fun in its own right.

Graphics	9
Sound	6
Value	7
Playability	7

RUPERT AND THE TOYMAKERS PARTY

- **Machine:** Spectrum
- **Supplier:** Quicksilva
- **Price** £7.99

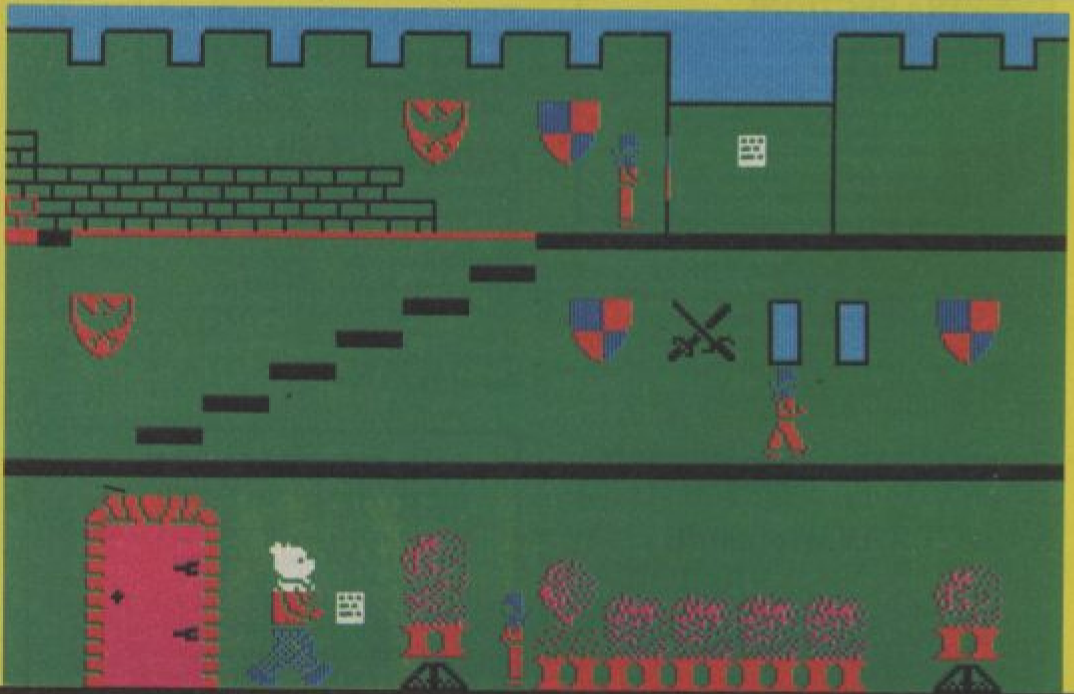
While we're on the subject of Rupert — *The Toymaker's Party* is now available in a Spectrum version.

It follows faithfully the format of the C64 version — as mapped in October's *C+VG*. But the graphics aren't so good and there's considerable colour clash and flicker.

The game is basically a platform style arcade adventure. Rupert has to collect invitations and make his way through a castle to reach his mates who are already enjoying themselves at the party.

Looking at the game, you realise that some games are destined for just one machine. And I'm afraid Rupert is one of them.

Graphics	9
Sound	6
Value	7
Playability	7



► CONTINUED FROM PAGE 26

Chimera

●**Machine:** Spectrum, Atari, CBM 64, Amstrad
●**Supplier:** Firebird
●**Price:** £3.50, Spec, CBM, Amstrad, Atari

If you're looking for value for money — and we mean REAL value for money — then check out *Chimera* on any of the machines above. You won't be disappointed.

It's the first game in Firebird's new Super Silver range and one can only hope other games in the range maintain the same high standard.

Comparisons with Ultimate's *Alien 8* are inevitable and flattering for programmer Shahid Ahmad.

The game is a maze-type arcade adventure set on-board a mysterious ghost space ship.

An American astronaut is sent up to investigate. He has to blow up the ship by collecting, making and priming four warheads. He then has to escape before the big bang.

Various objects are to be found in the rooms to help the mission. You've also got to keep an eye on your water and food supplies.

Various bizarre hazards are to be found around the craft, including radiators and egg-timers!

There are 64 rooms to be explored — so mapping is vital. The three dimensional graphics of the rooms are clean and sharp, and the colours bright and clear.

Overall, *Chimera* is an excellent game which raises the quality of budget games to a new standard.

● Graphics	9
● Sound	9
● Value	10
● Playability	9

SHADOW OF THE UNICORN

● **Machine:** Spectrum
● **Supplier:** Mikro-Gen
● **Price:** £14.95

So here it is. The first Mikro-Plus game from the people who brought you the chartbusting Wally saga.

Ever since the long lost Imagine company began talking about mega-games which would only work with extra-bits stuck into the back of your computer, people have been waiting to see just what it was all about. They waited, and waited...

But now something of the sort has appeared. Is it a genuine way of producing better games? Or simply a new way to stop you people pirating software?

Let's look what you get for your £15. To start with you get the Mikro-Plus gadget which adds an extra 60K of usable memory to your Spectrum. You plug it into the back of your machine like any other interface and stick your joystick into the built-in socket.

Then you get the Unicorn game-tape, a map and instruction booklet, plus a 100+ page novel giving the background to the lands which lie under the *Shadow of the Unicorn*. The game won't work without the Micro-Plus.

The tape also includes a tape head alignment utility on the B-side — which is pretty useful. So you've already got quite a bit for your money. But what about the game itself?

It has a basic swords and sorcery plot. Your task is to recapture the evil forces that have been released on the two kingdoms of Oranfal and Falforn. Like *Lords of Midnight* you can control — to start with — three characters. These are Mithulin, King of Oranfal; Ulin-Gail, a satyr and the King's friend, and the Wizard Avarath.

But as you explore and meet more people your forces increase. Each are accessed — Wally style — by pressing the appropriate key. Each have their very own purpose and affect the success of your mission.

At first glance the game doesn't look that impressive. The graphics just are not up to the quality of *Pyjamarama* or *Herbert's Dummy Run* for example. And despite all that extra memory there are still colour clash problems. .

The main characters are depicted as black outline silhouettes — with a bit of grey shading in some cases.

It's a good idea to simply take one character and wander about and explore once you've loaded the game for the first time. Pay close attention to the compass at the top of the screen and the location details which flash up — *Dun Darch/Tir Na Nog* style at the top of the screen. Also above the main window you'll see two bar graph read-outs. Green for your energy rating, red for your injury status.

It helps to use the map supplied, although not all the locations are marked on it. So beware! Once you've got your bearings and are happy with the controls, it's time to start on your quest.

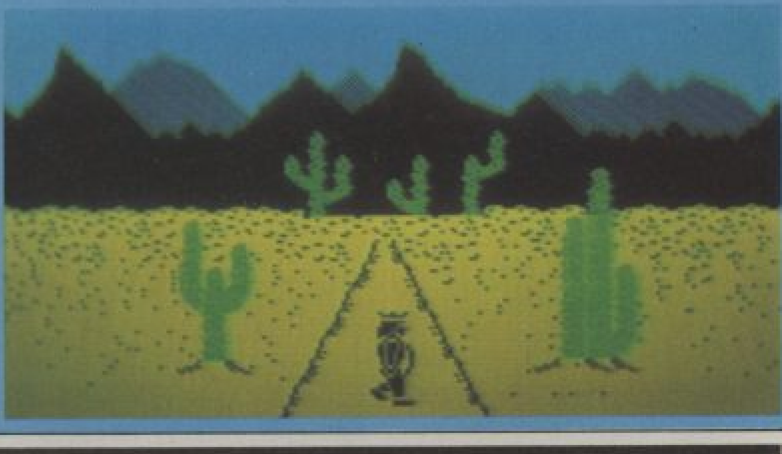
In true Mikro-Gen style, you have to find certain objects and use them in the right way. You really MUST take time to read the novel which comes with the game, otherwise you won't pick up on some of the useful clues contained within its pages.

It would also be advisable for the player to make a map as you play. You can get lost very easily — told you it was BIG!

Is the Mikro-Plus a great new innovation? We reckon that still remains to be seen with the arrival of the second game based on the TV cartoon series *Battle of the Planets*.

In the meantime, if you can persuade your parents to part with the dosh — Christmas IS coming up fast — then put *Shadow of the Unicorn* on your shopping list. Your won't be disappointed.

● Graphics	7
● Sound	8
● Value	7
● Playability	8





RIDDLER'S DEN

●**Machine:** Spectrum
●**Supplier:** Electric Dreams
●**Price:** £7.95

What's a Manelephant? Find out by loading up the first game from new software house Electric Dreams. Trunkie — that's the Manelephant's name — sets off on the first part of his quest to find the Great Golden God Gregogo and needs to enter the *Riddler's Den* in order to find the Golden Tusk — and get enough treasure to set off on his next adventure. Is there a sequel coming or what?

Riddler's Den is a solid arcade adventure with nice graphics and pretty good game play. You must pick up objects as you go — using them to solve puzzles.

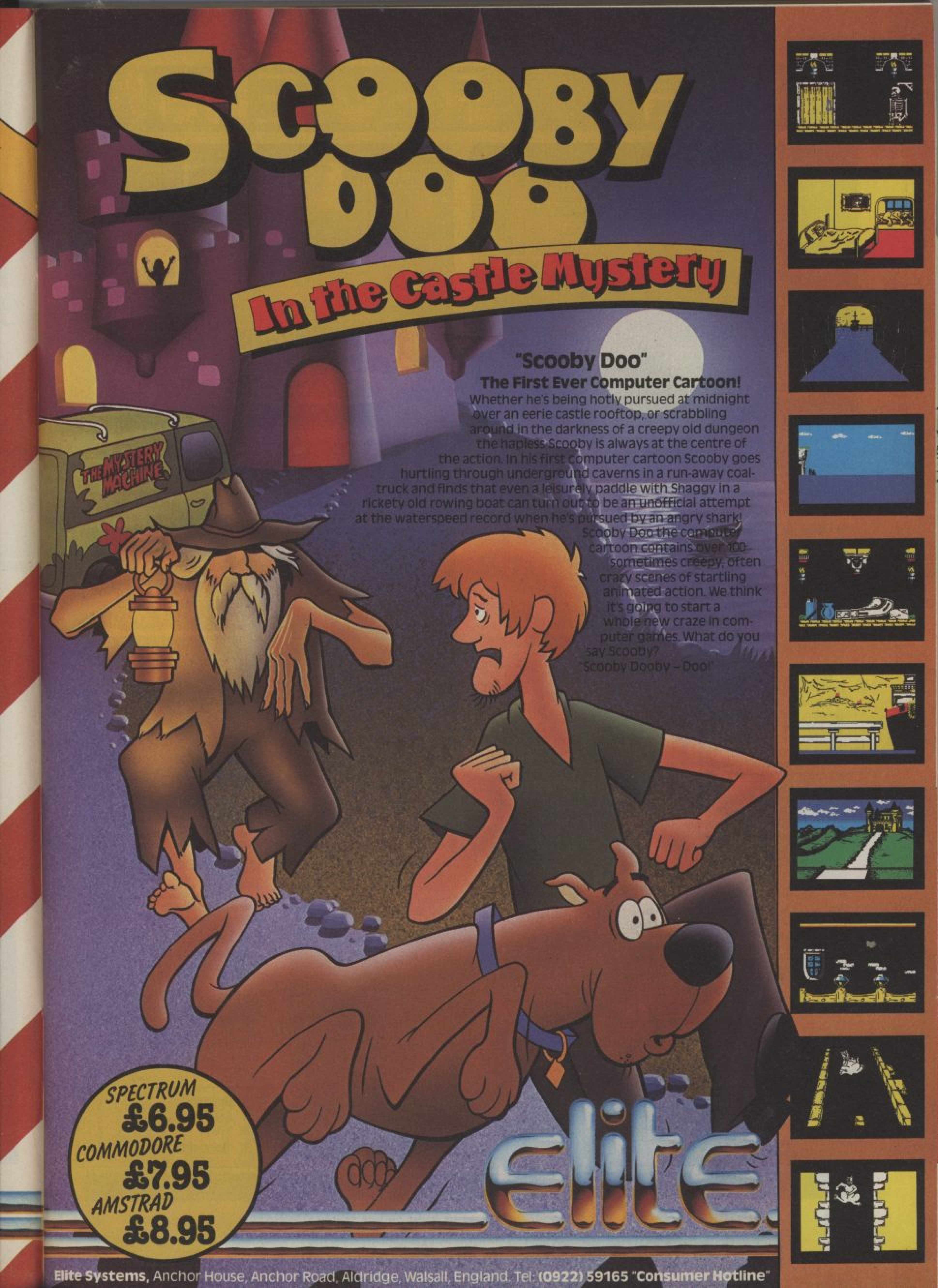
The game comes with a clue-filled poem all about The Den which you need to read to get the most out of the game.

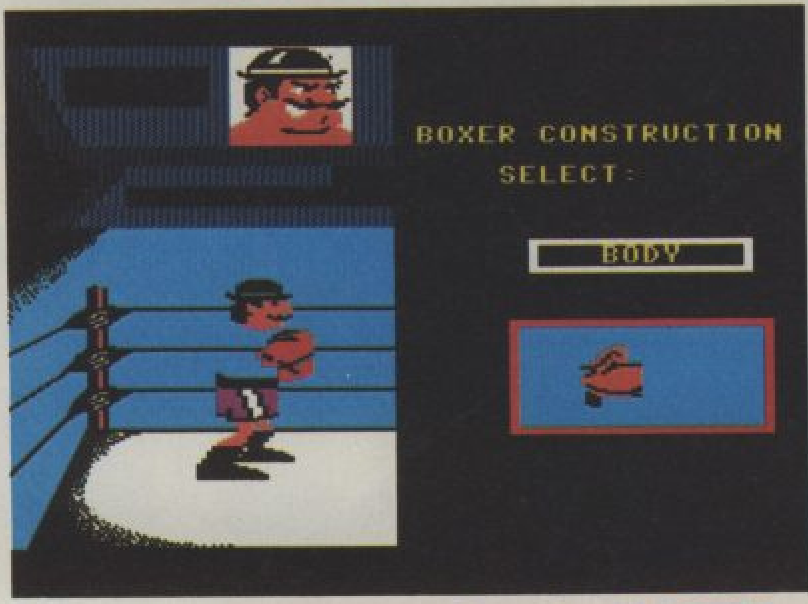
Overall, *Riddler's Den* is a good debut for Electric Dreams — not terrifically original but a high quality product.

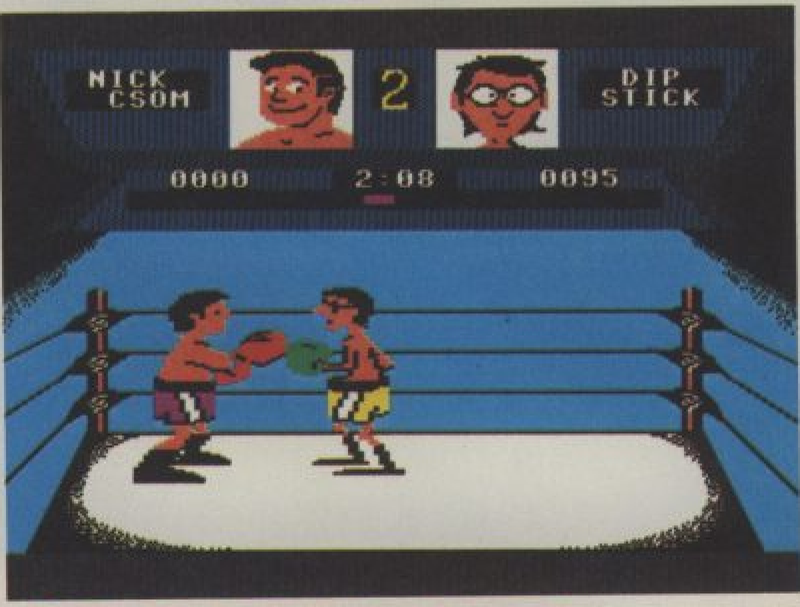
● Graphics	8
● Sound	8
● Value	8
● Playability	8

● CONTINUES ON PAGE 32 ▶


An Andrew Spencer / Elite Joint Production
Previously available only from Commodore U.K. for the CBM64, the author Adrian Spencer and Elite now combine to bring you the 'spectacular'
AVAILABLE NOW
International
BASKETBALL
For SPECTRUM £5.99 and AMSTRAD £5.99
GAME FEATURES
• Furious non-stop action with one or two-player feature.
• Realistic animation with jump, block and steal manoeuvres. You can even jump and turn in mid-air before slamming the ball into the basket.
• Nine fierce skill levels from the utterly pathetic to the Harlem Globetrotter.
• Three fiery opponents with unique 'intelligent player' characteristics.
• Multisection game, with end-of-match presentation sequence.
• Sequel to immensely successful 'International Soccer'.
CBM64 SCREEN SHOT
FLYERS
8
International Basketball is from Andrew Spencer author of the 'Sensational Best-Seller' International Soccer.
Every single 'Elite' product carries the unique 'Elite' Holographic Sticker. Make sure your copy does. It's your guarantee of quality.
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SCOOBY DOO
In the Castle Mystery
THE MYSTERY MACHINE
"Scooby Doo"
The First Ever Computer Cartoon!
Whether he's being hotly pursued at midnight over an eerie castle rooftop, or scrabbling around in the darkness of a creepy old dungeon the hapless Scooby is always at the centre of the action. In his first computer cartoon Scooby goes hurtling through underground caverns in a run-away coal-truck and finds that even a leisurely paddle with Shaggy in a rickety old rowing boat can turn out to be an unofficial attempt at the waterspeed record when he's pursued by an angry shark! Scooby Doo the computer cartoon contains over 100 sometimes creepy, often crazy scenes of startling animated action. We think it's going to start a whole new craze in computer games. What do you say Scooby?
"Scooby Dooby – Doo!"
SPECTRUM £6.95
COMMODORE £7.95
AMSTRAD £8.95
elite
Elite Systems, Anchor House, Anchor Road, Aldridge, Walsall, England. Tel: (0922) 59165 "Consumer Hotline"





FIGHT NIGHT

- **Machine:** CBM 64
- **Supplier:** Sydney/U.S. Gold
- **Price:** £9.95 (cass) £14.95 (disk)

Look, why can't they make games about flower arranging or something a little less rough than boxing or Kung Fu? I'm covered in bruises from head to toe — and they ask me to review ANOTHER boxing game.

Still, it was worth it! *Fight Night* is a graphic spectacular. The boxers are represented cartoon style — and it's a bit like actually finding yourself in control of a TV cartoon.

You can fight using the computer boxers — or construct you own fighters AND train them. You build your boxer up in a "construction set" sequence. You must choose his body, legs and head — which all all range from weedy to brutal. You can even choose the colour of the boxer's kit — I particularly liked the tasteful blues and greens!

Then it's on to the training session where you build up your boxer's strength and agility using a punch bag.

Once you think your boxer is ready for the ring, you can enter him the Fight Night tournament, or set up your own. championship using boxers you have constructed. This is where the two player mode really comes into its own. It's great fun building a boxer and fighting against one your mate has created.

The computer opponents you come up against each have their own sneaky tricks. Dip Stick a deceptively weedy looking character who wears glasses does this strange twisting punch to your groin while Chinaman Hu Him will aim a powerful Kung Fu kick at you!

You'll soon learn all these little tricks as you play — and how to avoid getting hit. The joystick allows fluid movement/punching.

A nice feature of this game is that you can actually win on points. You score every time you land a clean hit on your opponent. You also get a KO meter — and the noise of the crowd gets loader as you get nearer that KO punch.

The computer boxers behave in a satsifying fasion when you bash them — they look bothered and bewildered as you land puches on their chin. My Favourite is Kid Kastro who



loses his cigar and his hat when you sock him on the jaw!

Barry McGuigan's World Championship Boxing maybe a more accurate boxing simulation — but if you want your boxing action to have a touch of humour then book a ringside seat for *Fight Night*. It'll keep you on your toes and have you rolling in the aisles at the same time. Great value.

• Graphics	10
• Sound	9
• Value	10
• Playability	9

SCREWBALL

- **Machine:** BBC
- **Supplier:** Blue ribbon
- **Price** £2.50

This is the first of the five games on Blue Ribbon's Games Disk Number Two, price £9.95, although the games are also available seperately on cassette at £2.50 each.

Screwball is strongly reminiscent of Blue Ribbon's *Q-Man*, based on the principle of jumping about from square to square changing the colour of the square as you go.

You have 60 seconds to change all the squares in the 3D grid, after which you move on to a new grid, which is rendered slightly more complicated by having gaps in the middle of it.

Unlike *Q-Man*, you can't kill yourself by hopping off the edge of the grid. In the place of hostile bouncing balls are aggressive snakes. There are villainous black bugs out to get you. They don't even play fair — don't count on them moving around simply by walking on squares like you!

You can fight back by digging holes for them to fall through. And if you're in a really tight spot, you can hyperspace to the top of the grid — but you might not survive the experience.

And that's all there is to it — simple, but reasonablly entertaining.

• Graphics	7
• Sound	7
• Value	7
• Playability	8

ELITE

- **Machine:** Spectrum
- **Supplier:** Firebird
- **Price:** £14.95

Combine a strategy/trading game, a flight simulator, a space shoot-'em-up and what have you got? The answer is, of course, *Elite*, originally for the BBC B from Acornsoft.

At the time, most frustrated C64 and Spectrum owners listened to BBC owners talk of the delights of having military lasers and being "Dangerous".

This almost caused several suicides and dumped machines, but soon word came about that a bunch of bright young sparks called Firebird Software had gained the conversion rights.

So, what makes this game so special that it seems to sell on any machine? Well, it is highly original and totally addictive for a start, secondly, this is not a game that you pick up, play and finish in a month. This can be a lifetime's experience and an enjoyable one too.

You are placed on a space station with 100 credits, a space ship called a Cobra MK III, and a rating of harmless and clean, these ratings are actually very important because you are hoping to attain the ranks of *Elite*.

This is done by trading in a number of options available to you such as a long and short range chart, several equipping and trade menus, and the ability to look out from all four points of the compass through appropriate scanners.

Now you must select a planet from your short range chart then find out its details. This will help you select goods for trading (this is logical so I'm not going to give you any clues).

Also, the state of the government is an indicator of how much trouble awaits you. Having settled on which planet you are off to and what goods you're taking, you're off.

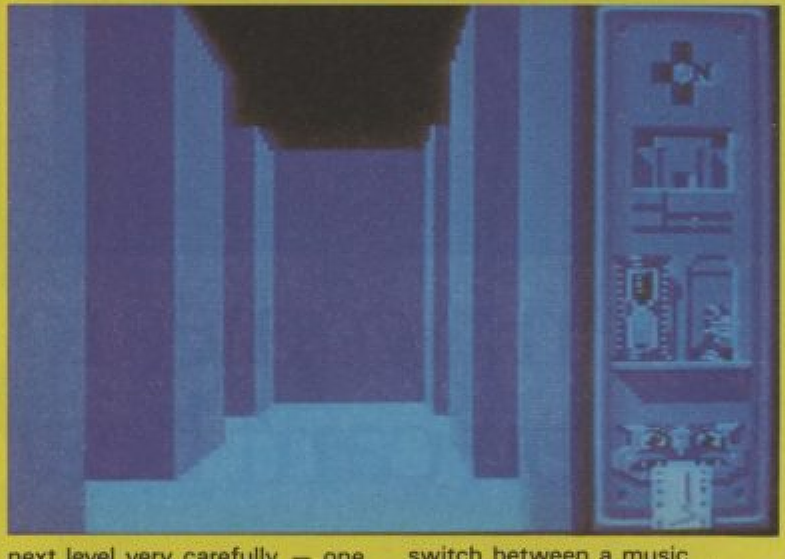
Overall, a really good game. The Spectrum version is slightly faster than the Commodore version but not quite as fast as the BBC. Some of the missions have had to be cut down to conserve memory and there aren't so many graphic tricks as in the C64 but still worth every penny of the £14.95 you will have to fork out.

This is definitely a game that no-one who owns a computer should be without. Take my advice, buy it and you probably won't be seen for six months.

Graphics	9
Sound	9
Value	9
Playability	10

SCARABAEUS

- **Machine:** CBM 64
- **Supplier:** Ariolasoft
- **Price:** £12.95 (disk) £9.95 (cass).



I have begun my quest to find *Scarabaeus*, the fabulous emerald jewel of the pharoahs. I have begun my descent into the dark horrors of the tomb!

So starts the latest release from Ariolasoft — their first non-US import. And it's a real goodie!

At first glace it seems to be a simple revamp of the good old 3D maze puzzle games. But don't be deceived, there's much more to it than that. Three levels worth of much more infact.

The screen display shows you a 3D maze — but you can switch to an overhead plan view of the maze by simply pulling back on the joystick. This enables you to see the whereabouts of the ghosts. Ghosts? Yes, ghosts — but this ain' *Pacman* buddy.

You need to chase and capture these ghosts in order to collect the nine hieroglyphs which are your key to the next level.

This stage is really a warm up for what will come later! Your glyphs are displayed when you hit the fire button which accesses a nice graphic of a gloved hand holding a rack which gradually fills up with the pictures as you get them.

Once you've completed the key,it's into the lift. You have to wind your way down to the next level very carefully — one slip with the joystick and WHAM! Into the second level where you have to brave poisonous spiders and solve mind - boggling puzzles to collect medicine and zombie traps. You have to match your glyphs with those you'll find on the walls of the second level to get these items. If you survive the spiders, it's back to the lift for level three — Pharoah's jewels and menswear!

Here's where those zombie traps come in useful because the tomb isn't going to give up its precious jewel without a fight. You have to solve more puzzles and collect more medicine — some of which is poison in disguise, so watch what you drink!

The graphics are good and the sound excellent. You can switch between a music soundtrack and a very realistic heartbeat/ breathing sound effects which add to the already considerable atmosphere of the game.

Scarabaeus is a challenge for the thoughtful gamer who likes a mixture of action and strategy. You need all your wits about you when there are monsters about.

There's a scoreboard which you can call up at any stage of the game to see how you're going.

An a-maze-ingly intriguing game (Ugh!). Ariolasoft's best yet.

Graphics	8
Sound	9
Value	7
Playability	8

SUPER ZAXXON

- **Machines:** CBM64/Atari
- **Supplier:** U.S. Gold/Sega
- **Price:** £9.95 (cass) £14.95 (disk)

Is this the ultimate challenge? Well, almost. *Super Zaxxon* is the long awaited sequel to the all time classic arcade game *Zaxxon*.

It still features the 3D diagonally scrolling graphics of the original — complete with the floating space fortresses, heavily defended by rockets, laser barriers and cannons.



The tunnel sequence is fun — but doesn't really add much to the game. This is the only fun sequence of the game — but doesn't really add much to the game. The only really tricky thing about these sections are the mine-laying saucers — the mines can be avoided by flying close to the left side of the tunnels.

If you haven't got a copy of the original *Zaxxon* and you enjoy fast action shoot-'em-ups then this is the game for you. If you've got the original, well, I'd borrow a friend's copy or play it in your computer before shelling out £10.

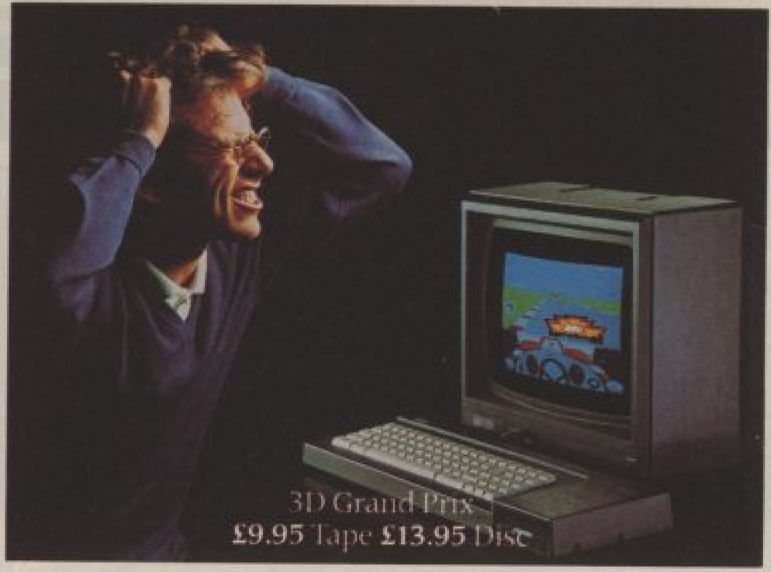
Overall, the original classic conversion from the arcades is still better.

Graphics	8
Sound	7
Value	7
Playability	8

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HALL OF FAME

HOTSHOTS

To your marks. Get ready. Get set. GO! And another *C+VG* Hot Shot of the month challenge is underway.

September's nominated game was *Hypersports* by Imagine for the Commodore 64.

The sporting stars taking part were **Brian Baso**, 14, of Brackley, Northants, and **Scott Mellors**, 15, of Greenford in Middlesex.

As fans of the game will know, the sports featured are swimming, skeet shooting, long horse, archery, the triple jump and weight-lifting.

All require good hand and eye co-ordination, fast reactions and strength to survive marathon joystick-wiggling sessions.

The contest was set to be fought over the best of five rounds. Scott won the toss and put Brian in first.

Brian hit form straightaway scoring a healthy 51,884. Scott countered with 46,608. Round two saw Brian consolidate his lead with a 50,622 to 48,906 victory.

Suddenly Scott was facing the crunch. To stay in the contest he had to win round three. But it was not to be.





Brian took the round 51,846 to 49,228 and Scott gallantly conceeded.

Both Brian and Scott agreed the contest was won and lost in the skeet shooting round. Brian scored well but Scott was off target.

"I lost about 4,000 points on the skeet shoot," said Scott. "I'm usually rather good at it."

The Hot Shot game for December is *Daley Thompson's Super Test* from Ocean on the Commodore 64. Send your score on the coupon printed below to December Hot Shot, *Computer + Video Games*, Priory Court, 30-32, Farringdon Lane, London EC1R 3AU. The top scorers will be invited to *C+VG's* offices in London for a face-to-face challenge.

DECEMBER HI-SCORES

Name:
Address:

Name of game:
I scored:
Machine:
T-shirt size (S,M,L):
Witnessed by:

We are still interested in your highscores on various computer games. So don't forget to send in your scores and a photo of yourself — if you think we can stand it!!

HI-SCORES

THE WAY OF THE EXPLODING FIST

1 **Gareth Jones**, Liverpool — **1,900,400**
2 **Angus Duncan**, Derby — **992,000**
3 **William Church**, Liskeard — **958,800**
4 **Andrew McLintock**, Wishaw, Lanarkshire — **309,900**
5 **Glen Lane**, Canvey Island — **239,400**

HYPER SPORTS

1 **Darren Bailey**, Rochford — **654,981**
2 **Andrew Lowe**, Stoke on Trent — **597,829**
3 **Robert Maddison**, Plymouth — **504,969**
4 **Scott Donaldson**, Hamilton, Lanarkshire — **502,335**
5 **Paul Gilliam**, Ripon — **501,229**

SPY HUNTER

1 **Michael Reynolds**, Wigan — **5,360,455**
2 **Adam Watkins**, Newport, Gwent — **2,848,050**
3 **Iain Stockman**, Coleraine — **2,348,430**
4 **William Bell**, Peacehaven, Sussex — **1,420,535**
5 **A Taylor**, Chichester — **1,420,162**

POLE POSITION

1 **Steven Maddocks**, Birmingham — **110,250**
2 **Mark Terry**, Stoke-on-Trent — **101,850**

DECEMBER HOT SHOTS

Name:
Address:

My score on DALEY THOMPSON'S was:

Date:

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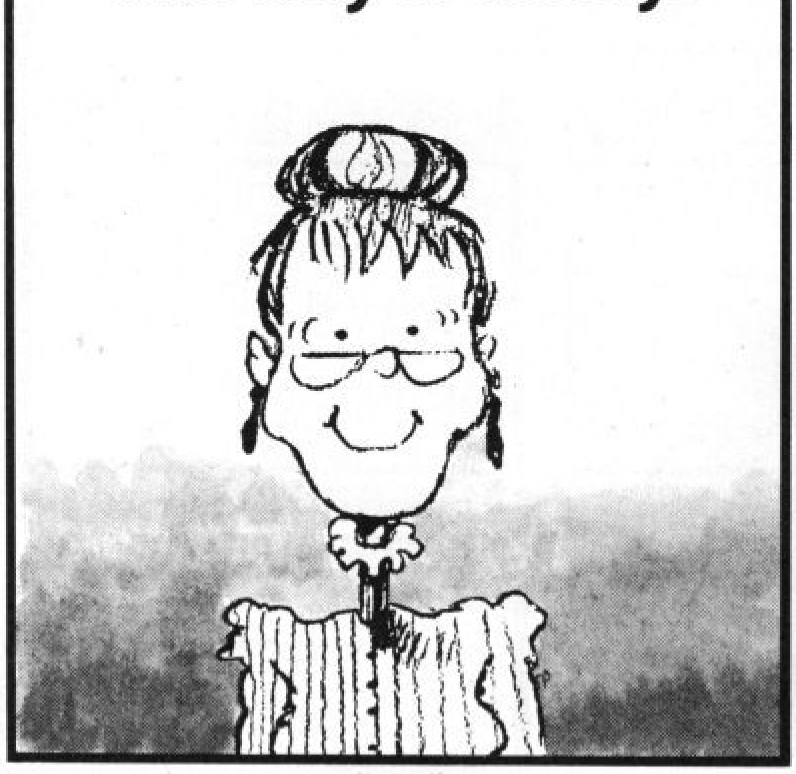
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THE SOFTWARE CHART

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● DECEMBER

TOP 30/ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	—	**Way of the Exploding Fist**	SP, C64	Melbourne House	—
2	—	**Daley Thompson's Super Test**	SP	Ocean	—
3	—	**Frank Bruno's Boxing**	SP, C64, AMS	Elite	—
4	—	**Now Games**	SP, C64	Virgin	—
5	—	**Summer Games 2**	C64	Epyx/US Gold	—
6	—	**Fairlight**	SP	The Edge	—
7	—	**Sky Fox**	C64	Ariolasoft	—
8	—	**Finders Keepers**	SP, C64, AMS, MS	Mastertronic	—
9	—	**Hypersports**	SP, C64, MS	Imagine	—
10	—	**Beach-head**	SP, C64, AMS, BBC, AT, ELEC	Access/US Gold	—
11	—	**Action Biker**	SP, C64	Mastertronic	—
12	—	**Nightshade**	SP	Ultimate	—
13	—	**Frankie Goes to Hollywood**	SP, C64	Ocean	—
14	—	**Beach-head 2**	C64	Access/US Gold	—
15	—	**Barry McGuigan Boxing**	C64	Activision	—
16	—	**Fighting Warrior**	SP	Melbourne House	—
17	—	**BMX Racers**	SP, C64, C16	Mastertronic	—
18	—	**Formula One Simulator**	SP, C64, C16	Mastertronic	—
19	—	**Chiller**	SP, C64, AMS, MS	Mastertronic	—
20	—	**Karateka**	C64	Ariolasoft	—
21	—	**Elite**	C64, BBC, ELEC	Firebird	—
22	—	**Soft Aid**	SP, C64	Various	—
23	—	**Highway Encounter**	SP, AMS	Vortex	—
24	—	**Red Moon**	SP, C64, AMS, BBC, AT, MS	Level 9	—
25	—	**Nonterraqueous**	SP, AMS	Mastertronic	—
26	—	**Graham Gooch Test Cricket**	SP, C64	Audiogenic	—
27	—	**Blackwyche**	C64	Ultimate	—
28	—	**Dambusters**	SP, C64	Sydney/US Gold	—
29	—	**Bored of the Rings**	SP, C64, BBC	Silversoft	—
30	—	**Wizardry**	C64	The Edge	—

AMSTRAD/TOP 10

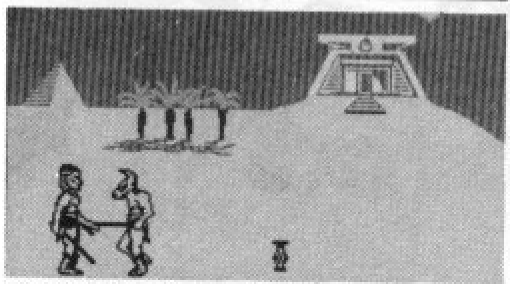
1	**Way of the Exploding Fist**/MH
2	**Frank Bruno's Boxing**/Elite
3	**Nonterraqueous**/Mastertronic
4	**Chiller**/Mastertronic
5	**Finders Keepers**/Mastertronic
6	**Beach-head**/Access/US Gold
7	**Scrabble**/Leisure Genius
8	**Starion**/MH
9	**Locomotion**/Mastertronic
10	**Lords of Midnight**/Amsoft

SPECTRUM/TOP 10

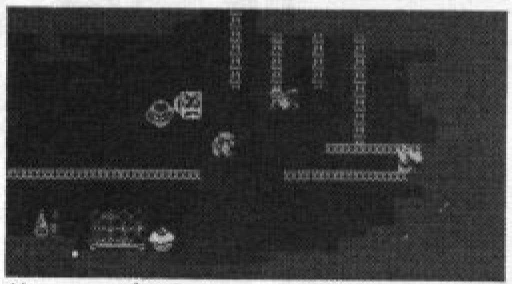
1	**D. Thompson's Super Test**/Ocean
2	**Way of the Exploding Fist**/MH
3	**Fairlight**/The Edge
4	**F. Bruno's Boxing**/Elite
5	**Now Games**/Virgin
6	**Nightshade**/Ultimate
7	**Fighting Warrior**/MH
8	**Hypersports**/Imagine
9	**Bored of the Rings**/Silversoft
10	**Highway Encounter**/Vortex

ATARI/TOP 10

1	**Rescue on Fractalus**/Activision
2	**Chop Suey**/English Software
3	**Seven Cities of Gold**/Ariolasoft
4	**Ghost Chaser**/Advantage/US Gold
5	**Red Moon**/Level 9
6	**Mig Alley Ace**/Microprose
7	**Pinball Con. Set**/Ariolasoft
8	**B.B. Strikes Back**/Big 5/US Gold
9	**Spot the Ball**/Thorn EMI
10	**Air Wolf**/Elite



Fighting Warrior heading for the Top Ten.



Monty on the Run soon to hit the charts.

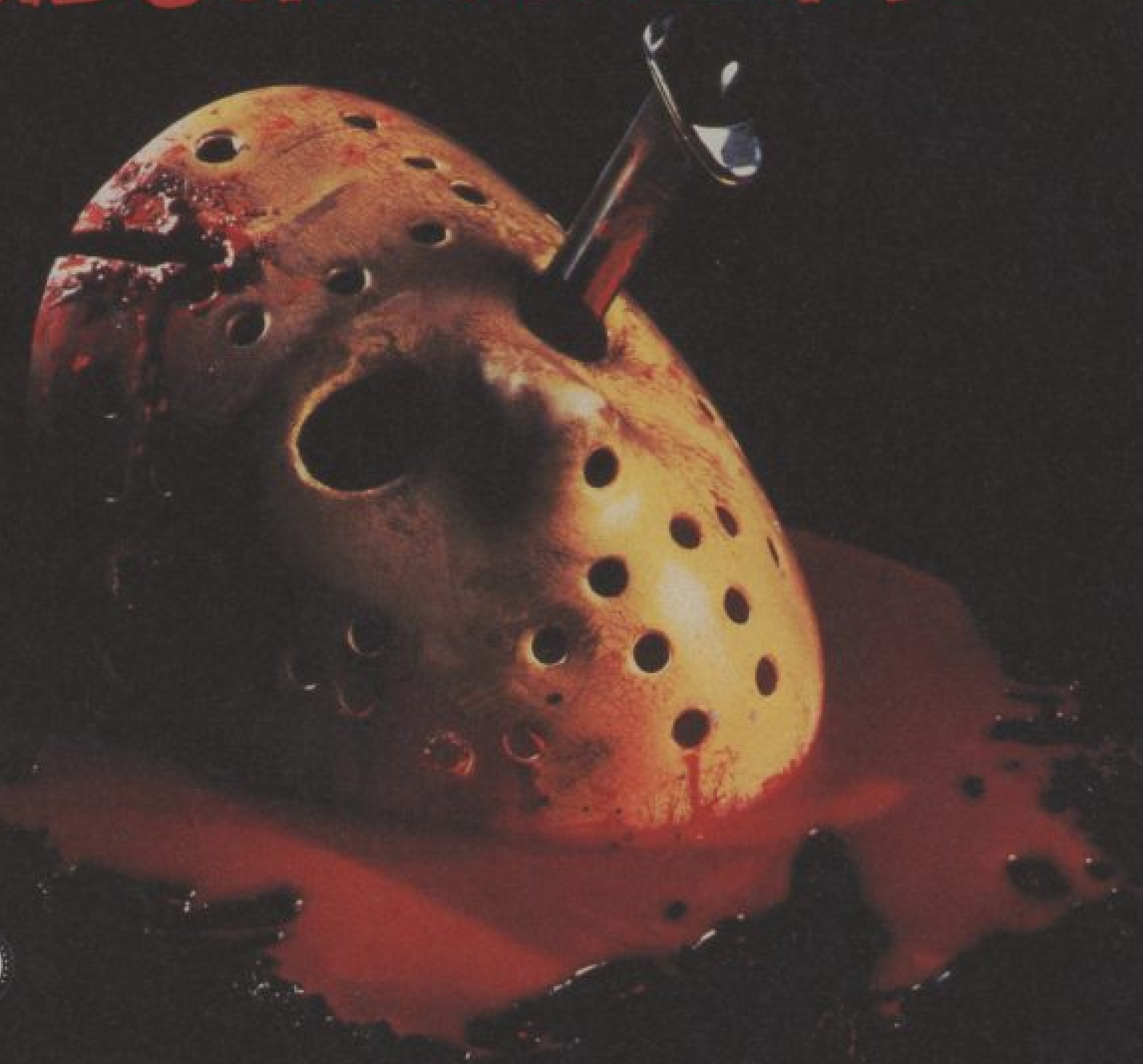
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BBC = BBC
AT = ATARI
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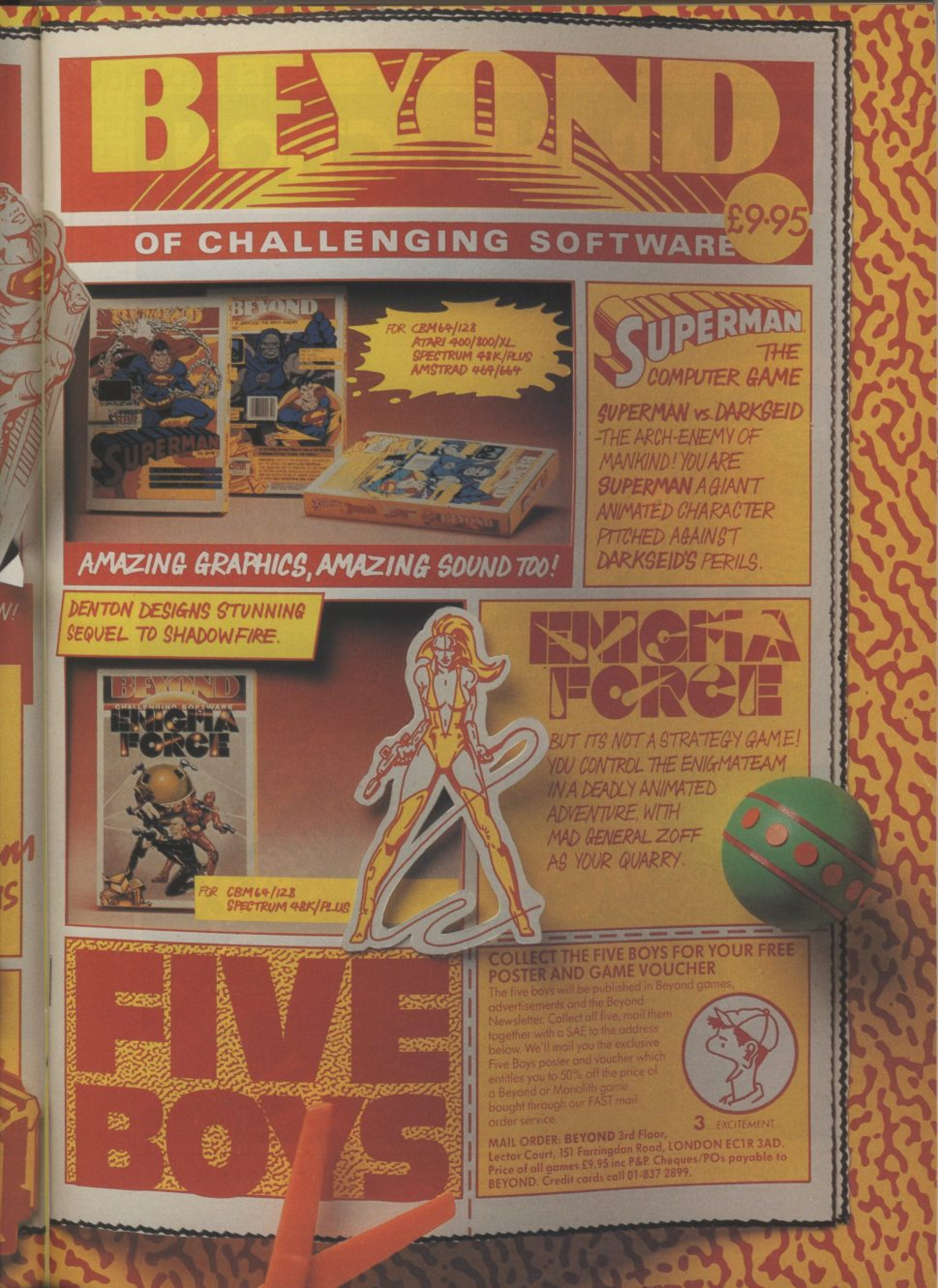
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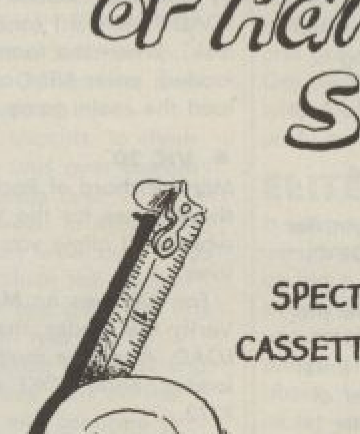
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Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber.

Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it. So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So send your game hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Now — let's take a look at what the BH squad have come up with . . .

POKES

Right, no messing about this month. It's straight down to business to see what the BH Squad have managed to discover.

Anthony Roper of Porthcawl has come up with some hints for **Nodes** for the Spectrum. Use them with the Book of Maps from last issue.

How to catch moles: When you begin the game you will find craters on the surface of the moon. Every now and then a mole will pop its head out. When it does, jump towards it. You may have to wait quite a while for a mole to pop up, but it is worth it as he is a powerful ally. When entering a room use the mole to scan the sides of the wall. If he begins to eat the rock then he has found a mole hole.

In some rooms, instead of the usual nasties, you will meet cyclone types. These will transport you to other rooms.

False floors can be detected by fireballs, they will only appear over an open space.

In rooms E2-E7, you will find the draughts. These will carry you safely down five screens. However, if you jump up, you will hit the roof and fall back down to your death. To prevent this you must push the joystick to the right as soon as you "take off".

With a space helmet you receive an extra life and five gravity sticks. When placed, these sticks have the effect of making your enemies in the room blow up.

• STARION

The winner of the Star Hint this month is Kevin Murray of Banff. His Pokes are for the ZX Spectrum and the first one up is for **Starion**. Kevin reckons that the most difficult aspect of Starion was getting it to stop as it has a machine code loader. Eventually he worked out how to overcome this problem.

LOAD""CODE — this will miss out the basic program and load the machine code loader.

POKE 23300,3:POKE 23301,19 — tells the loader to jump to a ROM, then return to basic when it's finished loading. RANDOMIZE USR 23296 — runs the machine code loader.

When the game has finished loading, type the following pokes for infinite lives.

POKE 46527,0:POKE 46528,0:POKE 46529,0.

Run the game by typing RANDOMIZE USR 32835.

One final one from Kevin, for the game **Arcadia**. MERGE "". Edit line 10 and put the following Pokes just before the PRINT USR 24577. POKE 25776,0 infinite lives. POKE 27339 timer value, POKE 27334 number of lives you wish to start with minus one. Then RUN.

• PSYTRON

More Spectrum Pokes from Saleem Ahmad of Birmingham.

Psytron — Type MERGE"" and when it comes up OK, stop the tape. If you want endless fuel, type POKE 28625,0:POKE 28626,0. For endless men type POKE 41098,17:POKE 41099,2: POKE 41100,1:POKE 41101,0. And for endless oxygen, type POKE 6142,62:POKE26143,255: POKE 26144. Start tape.

Well Kalliber. I'm not very pleased with that lot. What happened to all the pokes for the other computers? I want to see a big improvement by next month, get those lazy droids to work.

• COMMODORE

Audiogenic have devised these for the 64 version of **Graham Gooch's Test Cricket**. They have asked us to pass them on to you. They will enable you to save the teams that you have created onto tape or disk and so avoid having to type it all in again.

Load and run the SELECT program, then enter the teams as normal. At the end, when the program exits to Basic, enter the following.
POKE43,0:POKE44,192:
POKE45,40:POKE46,194:
POKE56,200:CLR:SAVE"TEAMS"
(,8 if using disk).

When the teams have been saved, switch the 64 off and then on again to reset the pointers, then load the teams by entering the following. LOAD"TEAMS",1,1 (or,8,1 if using disk). When the teams have loaded, enter NEW and then load the main game program.

• VIC 20

Mario Richard of Rochdale has these Pokes for the Vic 20 which will allow you extra lives.

For 200 lives on **Multitron**: Verify the loader, then type LOAD. After the main part has loaded, enter POKE 4516,20:SYS 7373.

Micky the Bricky: For 100 lives — load the whole program and then reset the Vic by touching pins 1 and 3 of the user port with a piece of wire. Type POKE 4129,100:SYS 4100.

For 200 men on **Gridrunner**: Reset the computer after loading the game and enter POKE 7045,200:SYS 7076.

Finally for nine lives on **Alien Blitz**: Load the game and reset the Vic. Then type POKE 6082,100:SYS 4110.

SCHIZOFRENIA

The following playing tips have



come straight from the offices of Quicksilva themselves. Seems the game is a little too hard and they thought you may need the hints to get anywhere in the game. So read on and see what you can make of it.

Screen one: Follow Alphonse II very closely, pull top bolts, then go downstairs behind him. Pull bottom bolts, then go upstairs to the right hand lever. Pull this when Alphonse II is as close to the top right of screen as possible. Go down the stairs and through the door before Alphonse II closes it.

Screen two: Build the bottom boxes into steps to reach the lift buttons. Press buttons and jump into lift. Go to top floor. Put top floor boxes into right hand lift and send it down. Go to middle floor and unload all boxes onto right hand ledge. Go to bottom floor on left and load boxes onto right hand lift. Ascend to middle floor on left hand lift. Load boxes onto the third lift three at a time. Send lift to ground floor. Go upstairs and call lift. To unload boxes merely walk into lift. To climb boxes, move toes over bottom of box and press fire.

Screen three: To move the cleaner merely walk over it. To clean a lift, place the cleaner outside, lean and pull. The lifts are ganged in two sets of three: only those with flashing lights will move. Lifts on the middle floor will continue to move in the direction they last moved in.

Screen four: First turn on the generator (bottom floor) by finding the switch pattern (the switches must be pulled in sequence or all will switch off again). The generator sequence will also prepare the exit door for opening. Do this next. Get three switches to rooms on second floor into down position. Switch on corresponding switches on top floor. If a switched-on room stays dark then Alphonse II is in there: otherwise he is in the fourth room. Switch on all office light switches except Alphonse II's room. Go to second floor, switch on all rooms. Go to third floor, switch on Alphonse II's room and race for exit!

Screen five: The X/Y controls are already off (did you notice that?). Turn on generator and master switches. Go to second floor, open chamber door. Go to lower floor and turn on pulse charger. Meanwhile, Alphonse II will grab the lift. Call it back when he is on the right hand side of the second floor. Use the UDLR switches to move pulse generator markers to coincide over chamber door.

Get Alphonse II in front of the chamber and fire pulse generator. Get into lift, go to second floor and shut chamber doors. Use the UDLR to zero pulse generator marker counts. Switch off UDLR controls. Use V and H switches to set marker counts to target area (about 30 and 10). Switch on second floor and ground floor autoswitch. Get up to chamber and inside with Alphonse II (use the quick entry button) and wait!

ELITE

It seems that the Commodore version of **Elite** is making just as big a splash in that galactic ocean as the original BBC version. We've been receiving plenty of tips and enquiries about the game, so I thought I'd let you in on a few of the secrets.

The first thing you'll want to do is make credits — lots of them. To do this, you should first of all find two adjacent planets of the right type. One should be Poor Agricultural, and the other Rich Industrial.

I seem to remember that there are a couple of these about ten light years to the galactic east of Lave (your starting planet) — Quitiri rings a bell for one of them. You can then travel between these taking computers to the agricultural planet and furs the other way.

Once you've increased your cargo capacity (one of the first things you should buy) and have a little extra cash on these runs, it's always a good idea to load up with gold, platinum and gems when they're cheap on the agricultural world.

They don't take up any cargo space, so you can carry them around until you find a good price. If you accumulate vast quantities of these, don't sell them all at once, but instead answer '9' to the 'Do you want to sell (y/n)?'

There's still a bug in the game (left over from the BBC version) which misses significant digits in large calculations.

Of course it's no good knowing how to trade if you keep scraping your ship when docking. This is really just a matter of experience, but here are a few tips for novice pilots. When you have a visual sighting on the station, aim for a point directly midway between the station and its closest point on the planet.

When doing this, imagine a line running between the station and the planet, and make sure that this is horizontal. Now move forward. If all has gone well, you should eventually see a green dot appear on your radar. You can now look either right or left — depending upon the direction of your approach — and you'll see the space station. Stop the ship when the entry port is lined up.

Now look forward, rotate the ship so that the station is above you (vertical line in the middle of the radar), then turn upwards. The space station will come into view and, apart from a few minor adjustments, you should dock successfully.

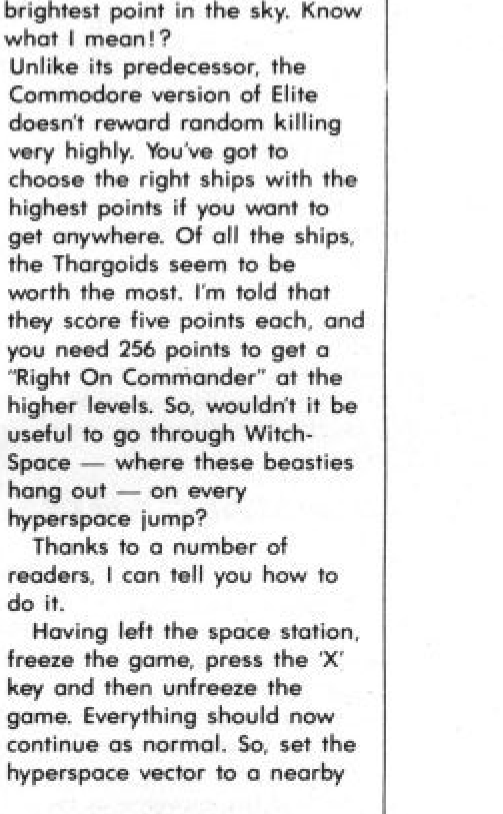
Now to those friendly/furry/cuddly/cute and fertile little Trumbles. They've been causing a lot of trouble, and the obvious eviction routine of using the escape pod doesn't work. Somehow, one of the Trumbles manages to survive in a way reminiscent of *Alien*, and haunts you in future ships.

It's not much fun when you can't see what you're doing, but the trick is to aim for the brightest point in the sky. Know what I mean!?

Unlike its predecessor, the Commodore version of Elite doesn't reward random killing very highly. You've got to choose the right ships with the highest points if you want to get anywhere. Of all the ships, the Thargoids seem to be worth the most. I'm told that they score five points each, and you need 256 points to get a "Right On Commander" at the higher levels. So, wouldn't it be useful to go through Witch-Space — where these beasties hang out — on every hyperspace jump?

Thanks to a number of readers, I can tell you how to do it.

Having left the space station, freeze the game, press the 'X' key and then unfreeze the game. Everything should now continue as normal. So, set the hyperspace vector to a nearby





system (make sure you don't go more than 3.5 light years), then press 'H' for hyperspace.

As soon as you have done this, hold down the 'CTRL' key. You'll enter hyperspace, and 99% of the time continue to Witch-space.

Finally, a note about the missions. We've had more enquiries about these than anything. Unfortunately, Firebird tell me that this version only has the two missions also found on the BBC. They promise me that the Spectrum version will have more, but that isn't much solace to Commodore owners.

HELP!!

Russell Jones and Thomas Lilley from Great Yarmouth are tearing their hair out trying to get out of the North Door at the beginning of **Witches Cauldron**. They also need help to get rid of Moctuper, because after throwing the soot over their shoulders Moctuper eats them.

SUMMER GAMES II

Once again Ideas Corp informer Kenneth Henry has written in with tips for his fellow readers. The game to be given the 'Henry' breakdown this time is **Summer Games II**.

Triple Jump: When you have performed two movements for hop and step, don't bother to push left and then quickly forward to jump because you run the risk of getting a fault. Simply push the stick up/left.

Javelin: Hammer the fire buttons. When selecting the angle, be careful to allow for the little jump the man makes when he throws. If you have a Quickshot II, switch on the autofire and select a middle-range angle. But remember to allow for that little jump or you will get a fault.

Equestrian: Keep pushing the joystick up for speed. In the middle of a jumps push the stick left, or nine times out of ten you will fall off. If you do fall off, press fire and build up speed for the other jumps. Approach with speed or you will get a refusal, especially with the jump which consists of crossed poles and a small gate after it. There are two of these on the course, plus a double jump and two water-jumps. Remember, some of these appear in quick succession. Practice and you will eventually get around the course without falls or refusals.

Fencing: Not as difficult as it looks. Best time to get the droid is while his guard is up. Otherwise stop the computer's quick lunges by blocking, then lunge the droid for a hit.

Cycling: The only tip here is not to go faster than the arrow guide at the bottom of the screen or you will slow up to such an extent that you might lose the race.

Kayaking: Reverse gate six — how do you do it? Easy, after going through gate five make a sharp turn right and face backwards. Then go through. It's the same for reverse gate 13.

CHEATS

Now for a few 'cheat modes' from Commodore owner Paul Stamp of Cleveland.

Thing On A Spring: When the title page is shown, press the keys. T,H,I,N,G,Inst Del and Left arrow all simultaneously. When this is done, the border should go grey and you get unlimited oil.

Zaxxon: Again on the title screen, type in RED for indestructible ships.

Booty: The keys K,E,V,I,N must be pressed simultaneously to get unlimited lives.

Revenge of the Mutant Camels: On the title page, type in "goats". This should reveal a message saying "Cheat mode operative". Then, on any screen, pressing space will allow you to proceed to the next screen.

MORE HELP

Neil J Hewitt is getting driven mad by Mikrogen's 'Mad Marther', which he has owned for 12 months and still cannot complete. Who can?

FOURTH PROTOCOL

Sanjay Kewwani from London has sent in a detailed list of tips for this adventure, starting with *The Nato Papers* — for telephone numbers access the file 'Telephone'. When asked what to do about Stanistav, select *Other Suggestions* and enter Turn Stanistav. Use as many watchers as possible on a target, as this usually gets quicker results. Keep an eye on Faulkner and Genovese, these will allow British Telecom to intercept a call. Compare the Fingerprints on the Diplomatic file of Nilson (at Stockholm) and on Nilson's school notebook (At Storuman, look for Anna Nilson). This should give you a clue as to the real name of the contact.

Plumb's question 'How was the traitor reunited?', could be phrased 'What kind of traitor is he?' You will find the answer in the glossary.

When Bracton has called you, put as many watches as possible on him. When you find out about this weird social life, ring up Medical Security. To the question. 'What proof?' answer 'Black Magic.'

The Bomb: Gordon's — the essential things you should pick up here are a tubemap, wallet, ID card and a computer. To use the lift, you need a pass word, which you will find if you turn the sequence of numbers given at the end of Adventure one into a word. Once you have these essential objects and have talked to Harcourt-Smith you can leave Gordon's and need never return. You must now find your new base — Sentinel House.

Sentinel House: You will have to visit regularly to gain information. To use the lift you need a password, which you will find in the Admin Office. Go there and talk to Penfold. He will hand you a piece of paper, which is a 'poem code'. Read 'poem code' file in the computer. For money, ask C's secretary. For a 'make' on a photograph, go to Blodyun in the Archives room. For a firearm go to the Armoury on the ground floor, and to get some special equipment, go to the special projects room. Make sure you visit the printer room regularly for information.

Investigations: Bremerhaven — go to the computer room to activate Search Bremerhaven.

Dover — substitute the metal disk for washers and get the disks examined by a specialist.

TIPS

For those of you who have spent a few of your readies on a 'nice little earner' — *Minder* — Mitchell Spicer has sent in a few tips for you to play the game.

All your favourite characters are here — Dave at the Winchester, Terry who delivers goods, collects them and minds you (for a price), Mr. Chisolm watches you for nicked stuff.

If you sell some faulty goods, then they get a bit cheesed off but, even worse, stolen goods get them in big trouble and if they find you then you can bet on a new nose job! So it's best to bring Terry if you want to stay around.

1. When you start, look at your inventory and note your goods — then go straight to Dealer No. 1 and sell him your goods. Then go to Terry's and get him to deliver.
2. Look at your inventory and if your goods do disappear then they shouldn't be faulty.
3. Go straight to Dealer No.5 and repeat the above but Terry could be a long time.
4. When you are talking to Dealers and you say something rude they say something in the same manner and belt you.

Camron McDade finishes off this month's hints and tips with a few for *Bounty Bob Strikes Back* — Atari.

Level 1. Pick up the flower pot and press key 1 and start to warp to level 4.

Level 5. Pick up the coffee pot and press key 8 and start to warp to level 8.

Level 10. Pick up the pitch fork and press key 5 and start to warp to level 14

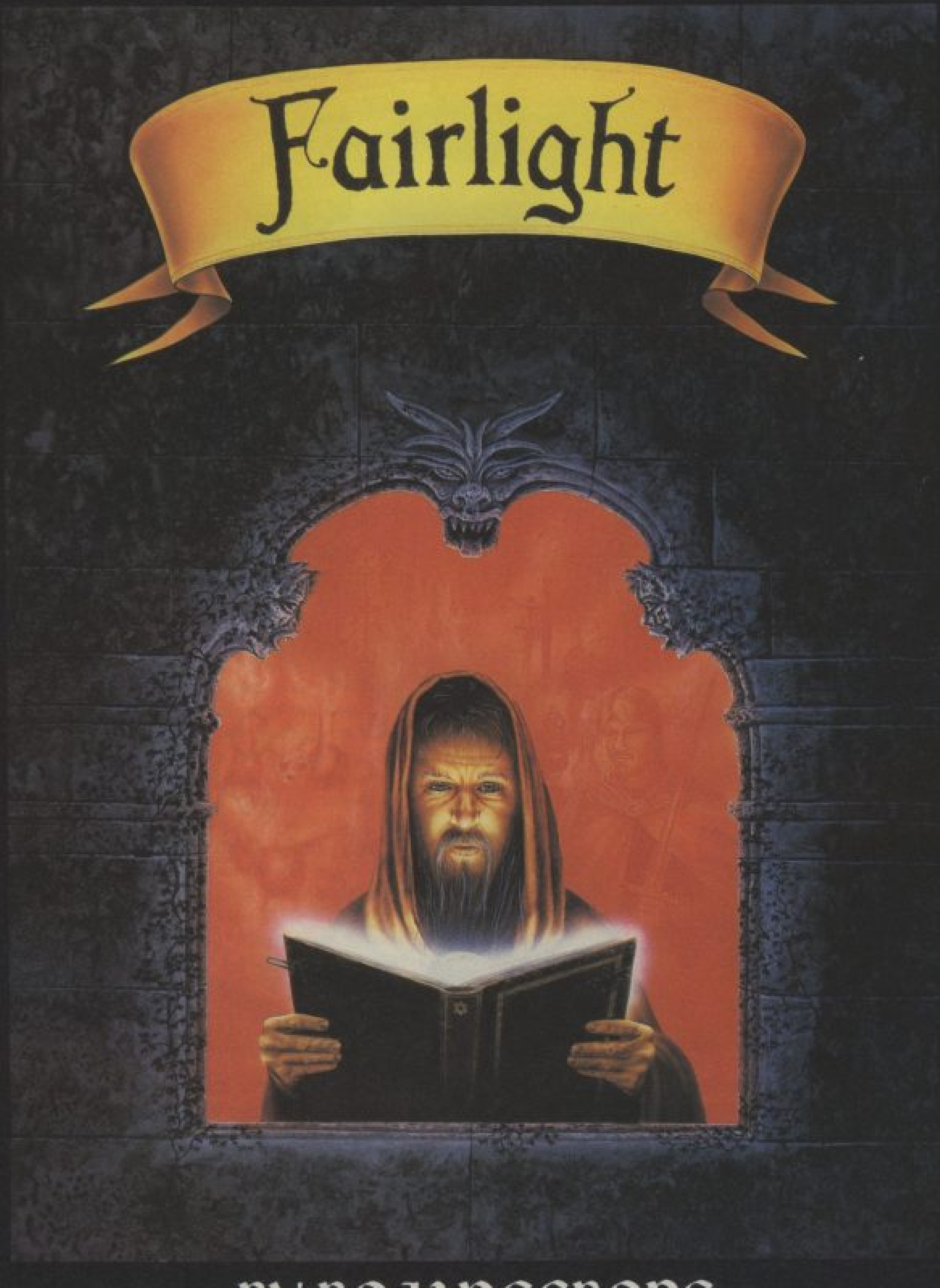
Level 13. Pick up the goblet and press key 4 and start to warp to level 15.

Level 16. Set suction tube 1 to the left and pick up the pie and press key 9 and start to warp to level 19.

Level 20. Kill all the mutants and pick up the paint roller and press key 3 and start to warp to level 22. After completing level 25 a message of congratulations appears and you are told to get to the game adjustment screen and set the special code to any number from 1 to 25 and press start to begin on any level. This unfortunately works only when you have completed the game, so you will not be able to practice the difficult screens until you do so. Before the game enters the name entrymode, you are treated to a firework display.

48K Spectrum

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1. A prelude: the light revealed



BY BO JANGEBORG

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COMMANDO



Which game makes *Beach Head* look like a Sunday School outing? Which arcade machine has been causing as much of a stir in the arcades as *Space Invaders*? COMMANDO that's what.

To celebrate the release of their official *Commando* games on the Spectrum and C64 ELITE software is offering a genuine Capcom Commando arcade machine to the winner of this exclusive *C+VG* competition.

Yes, one of these smash hit machines could be yours to play in the privacy of you own home. No more embarrassing moments when you start shouting and screaming and jumping up and down as you get near that all time high score!

The first prize winner will also get a copy of the Elite *Commando* game for his or her computer, plus a special combat issue Big Red t-shirt.

What you have to do is so simple we might as well be giving this amazing machine away. All you have to do is predict the highest chart position YOU think Elite's Commando Game will reach in the C+VG/Callup Top 30. That's all.

Tell us if you think it will get into the top 20, top ten or even number one. Even Big Red could have a crack at this one!

Once you've decided, all you have to do is fill in the coupon and send it to us at *C+VG*. Then you'll have to watch the charts to discover if your guess was right. We'll be closing the competition on January 16th — so, you've got to allow for two months of sales. The first person out of the mailbag with the nearest guess gets the prize.

Elite have a good reputation for producing chart games — so bear that in mind when you come to make your guess.

Fifty runners-up will get a copy of the game for the Spectrum or C64. Don't forget to tell us which machine you own. Mail your entry to *Computer and Video Games*, Commando Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember the closing date is JANUARY 16th.

THE GAME

Commando stars Super Joe a highly trained soldier. He's been sent on a seemingly impossible one man mission to rescue hostages from an enemy stonghold. Who needs this Rambo guy anyway?

Outnumbered by enemy troops and armed only with a machine gun, and the odd grenade he manages to find on the battlefield, our hero has to save his hostages.

It's an action packed non-stop game with plenty of thrills for the computer gamester.

Elite's version follows faithfully the excitement of the arcade original both in game action, graphics and sound — and if you've seen the arcade game, you'll know that's impressive..

A copy of this instant smash could be yours if you enter our mega-competition!

C+VG/ELITE COMMANDO COMPETITION

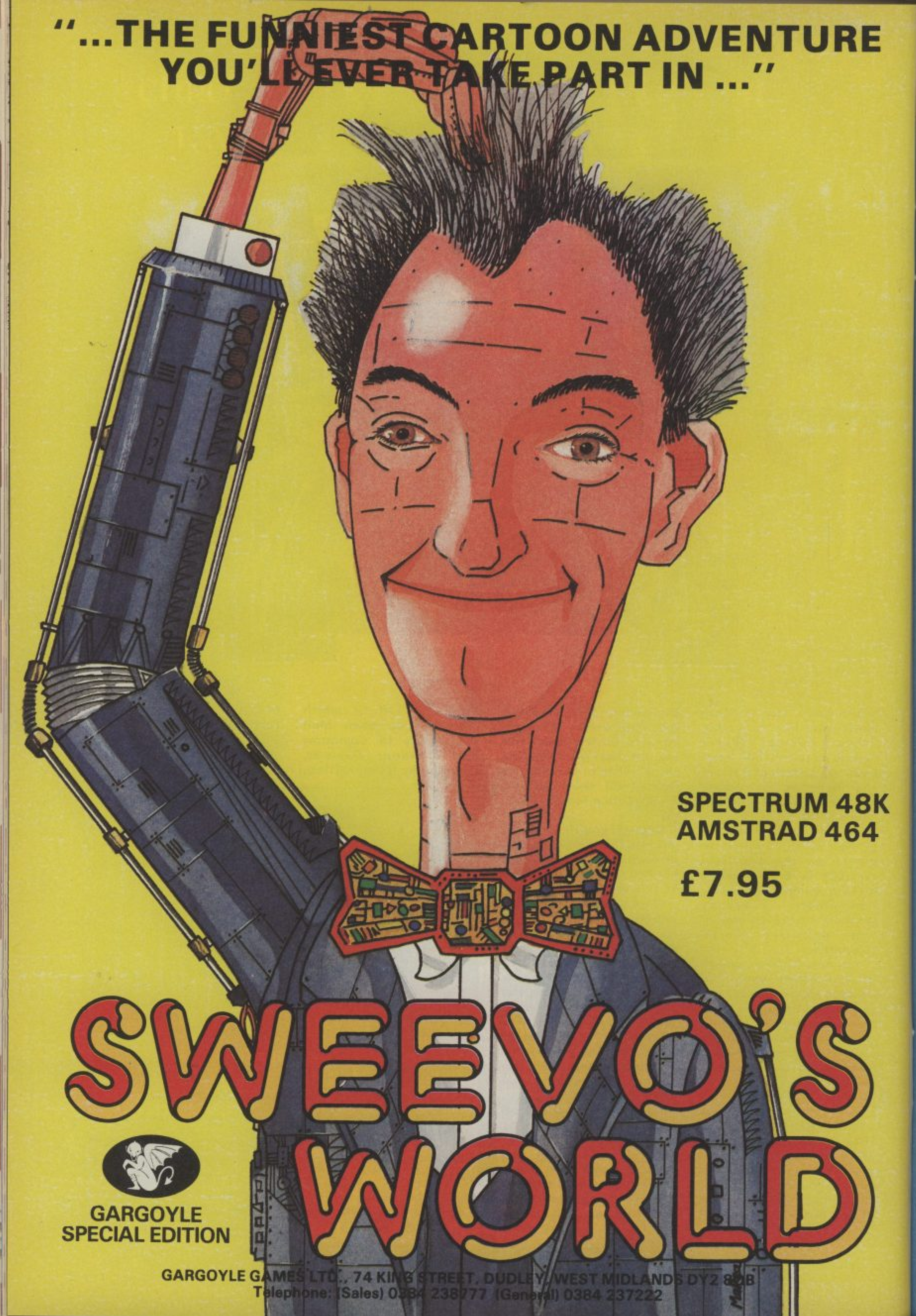
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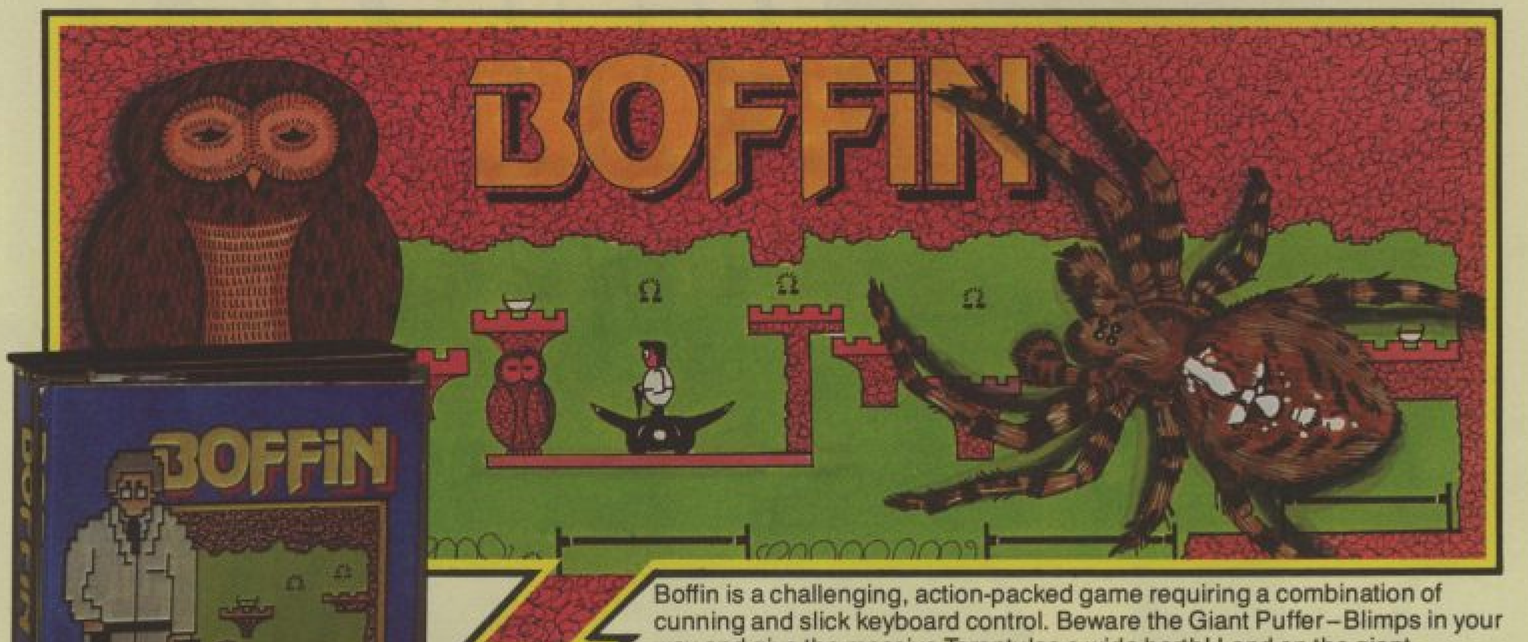
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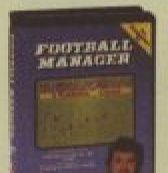


Boffin is a challenging, action-packed game requiring a combination of cunning and slick keyboard control. Beware the Giant Puffer–Blimps in your way and give the massive Tarantulas a wide berth! Land on the giant hydraulic rams and they will slam you into deadly neutron magnets embedded in the cave roof! Manta-bats are useful allies and the trampolines will help you gain height – but remember to use your umbrella to break a deadly fall!
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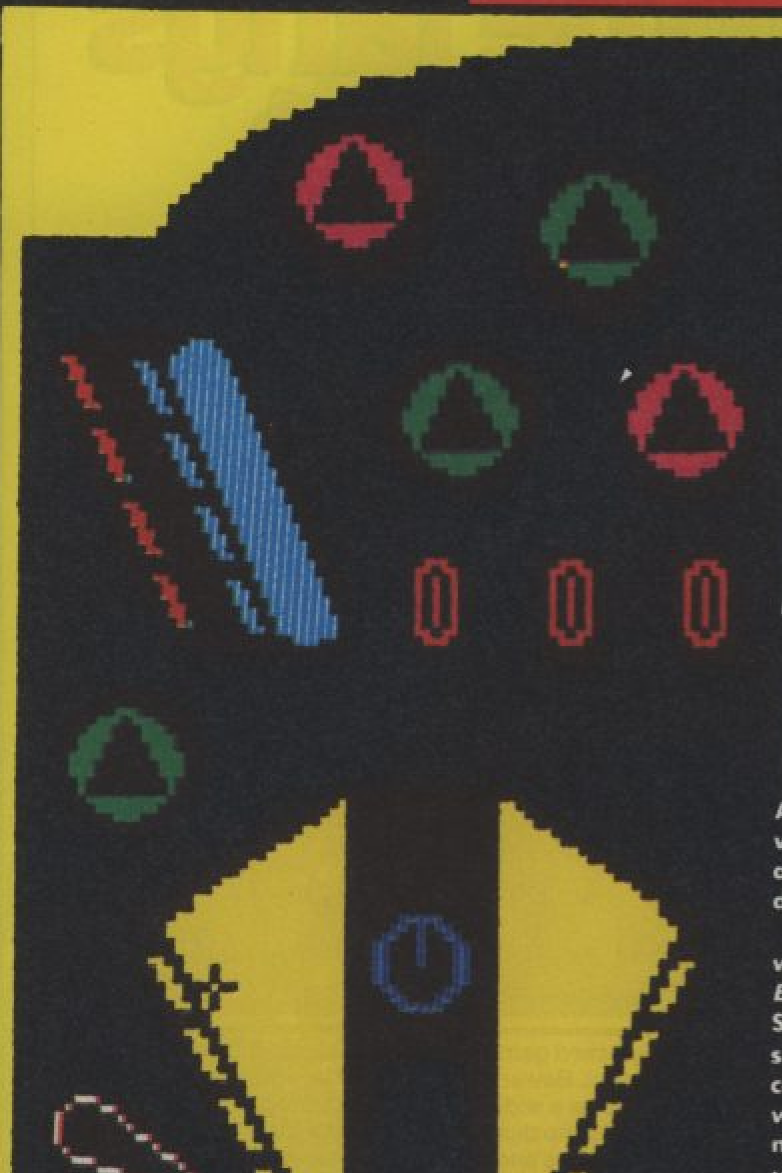
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What do you have to do? Simple. Just use the C+VG pinball construction set to design the perfect pinball playfield. On this page you'll find all the bits and pieces you need to construct a pin-table. There are flippers, bumpers, shoots — in fact all you need to make a great table.

You can either cut the bits out and stick them on a piece of paper or card or draw your own, or simply make a photocopy of the page if you don't want to spoil your issue. You could even buy another copy — then we could afford to fix Big Red's wonky eye!

If you like, you could also have a go at designing a back-flash for you pinball — you know, the amazing artwork that often appears around the bit where the scores flash up! Give your pinball a name, too. The more original it is the better.

Let your imagination run riot and create a pinball for the video age!

Closing date for the competition is December 16th, normal *C+VG* competition rules apply and the editor's decision is final.

Don't forget to fill in the coupon and attach it to your entry which should be addressed to Computer and Video Games, Pinball Competition, Priory Court, 30-32, Farringdon Lane, London, EC1R 3AU.

C+VG/PSS PINBALL COMPETITION

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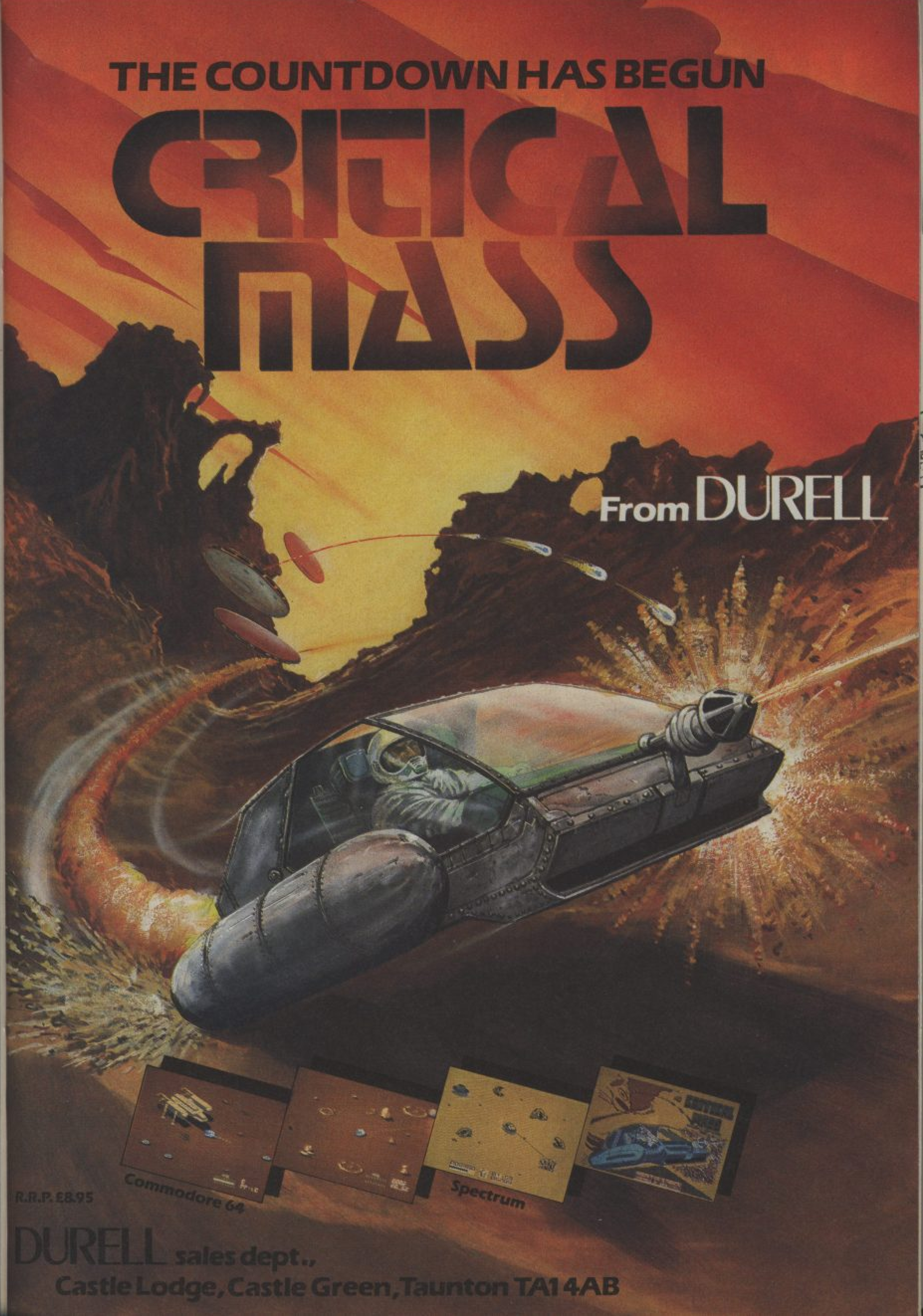
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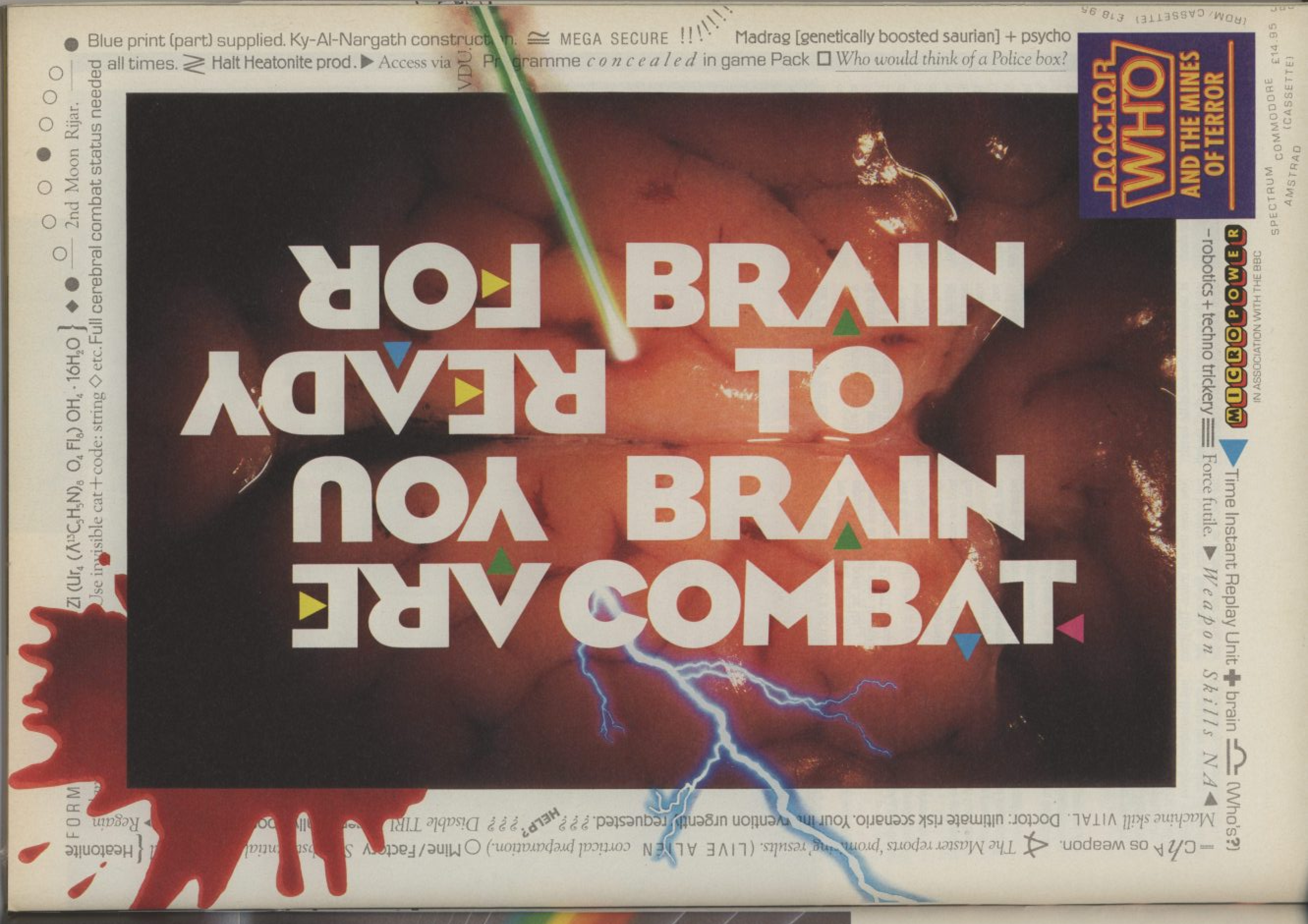
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Highway Encounter

Stuck on the road of no return? Never fear — *C+VG* is here to help keep right on to the end with our special screen by screen playing guide to *Highway Encounter* — one of the hottest games around for the Spectrum and Amstrad right now. Dimension Graphics supplied the screens while our very own highway patrol man MARCUS JEFFERY brings you some useful alien bashing tips to help you save the world.



ZONE 30:
The beginning of the road. No trouble here. Your Vortons form a line and move forward. It's a good idea to move to one side and start shooting forward to clear a barrel from the line in the next zone.

ZONE 29:
Your first alien will be waiting for you, but on the other side of the barrels. If you've cleared a barrel as suggested, you'll have no problem getting rid of him. Leave the Lasertron and your extra lives here for a while and go it alone.

ZONE 28:
Enter this zone just to the right of centre. Three one-eyed beasties will come straight at you down the centre of the road. If you've been firing as you enter, you'll hit the rightmost and, if you're lucky, the centre one as well. Then just rotate left to finish the job.

ZONE 27:
Nothing here. You can't budge the glass towers, but the Lasertron will fit betwen them anyway.

ZONE 26:
The first major obstacle. The two mines can't be moved, so you've got to use the barrels to curb (whoops — a pun!) their destructive tendencies. The two blocks will disintegrate under fire. Beware of two monstrosities which will attack you on this screen. It's a good idea to kill these before messing about with the barrels, but don't stray into the next zone, or you're likely to attract an even more unruly bunch.

ZONE 25:
Nothng here, but you may like to use the barrel or blocks as protection in the next zone. The leftmost block is nice cover. Just keep firing down the left hand edge, and it'll come to a stop in Zone 24. Then just saunter up behind it, turn, and start blasting.

ZONE 24:
This is where you meet the first major resistance. Stay back to keep clear a line of sight and lay into 'em.

ZONE 23:
A repeat performance here, with plenty of nasties attacking. Don't worry about freeing the enclosed mine in the centre — you'll have to do it eventually anyway. When the aliens are clear, use one of the blocks to push the mine against the wall. Also, don't forget to move the barrel from the centre of the road — the Lasertron is counting on you!

ZONE 22:
Nothing nasty here, but take care to enter the zone either in the centre or the right. Many a vorton has come to grief in the fire.

ZONE 21:
This is the start of the next shoot-out. Plan carefully, entering down the centre line with laser blazing. This will push the two centre barrels to block the passageway into Zone 20 then either sit at the side or move one of the barrels into the next zone to finish off the half-dozen aliens. Again, don't forget to move that barrel from the centre.

ZONE 20:
There'll be three more of those loud-mouthed aliens lying in wait for you here. This horrific cross-breed between Jaws and a beach ball will die easily if you just sit back, relax and pick 'em off.

ZONE 19:
You've just reached the first major checkpoint. Congratulations! But don't get carried away and blast down the wood between the fires. It's not doing you any harm, and provides an excellent stopping point for the Lasertron at a later stage. In addition, if the Vorton isn't EXACTLY central, you'll die.

ZONE 18:
Barrel moving time again. You only need one barrel, two are provided if you find this quicker.

ZONE 17:
Just for a little variation, this screen requires block moves — isn't that a Z80 machine code instruction!?

ZONE 16:
Peek-a-boo. There's a saucer hiding in there. I've sometimes managed to kill it straight off — I've still no idea how — but normally you should budge one of the side blocks (one shot only!) then line up down the diagonal to slaughter the offender.

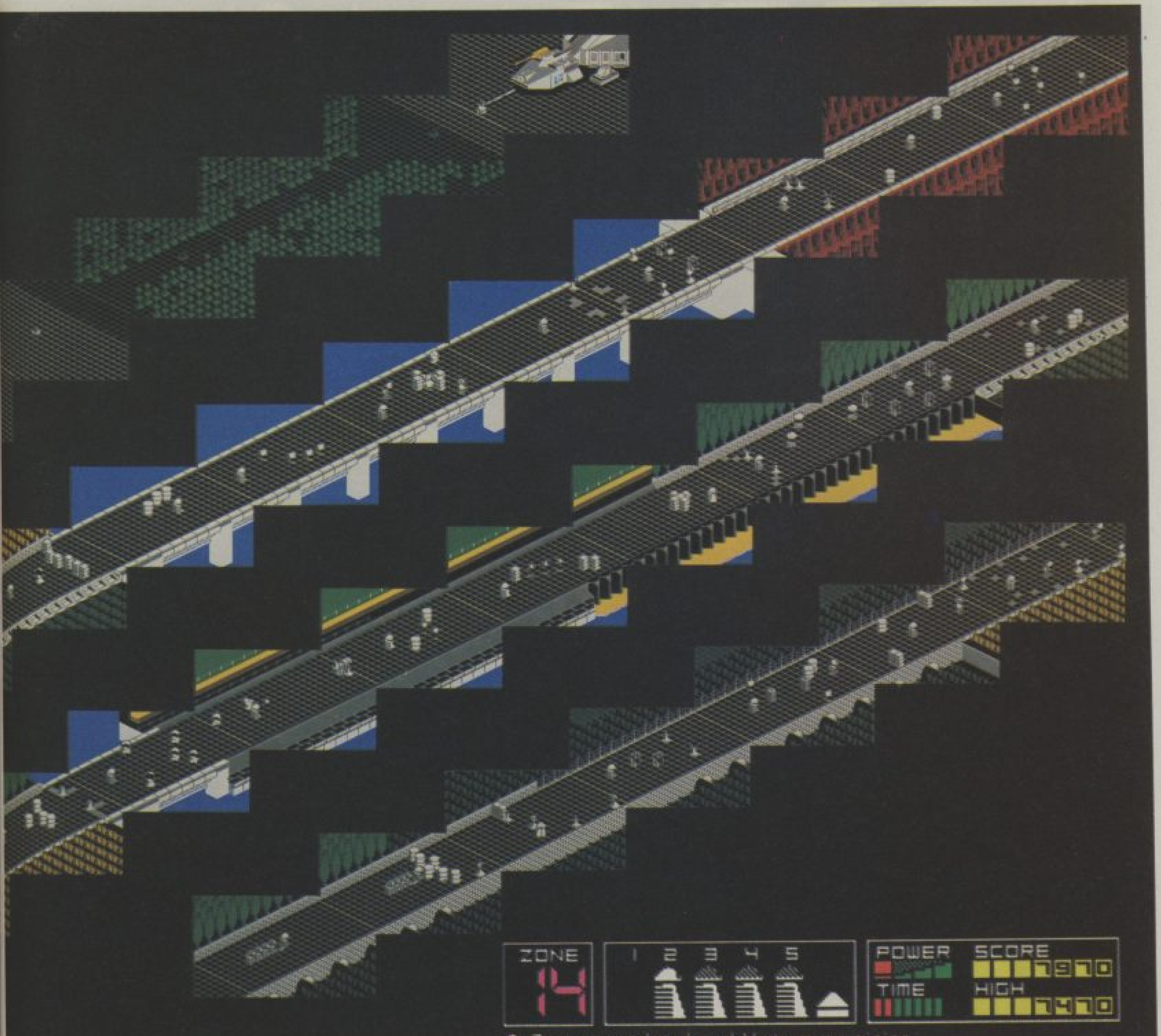
ZONE 15:
Now comes the real crunch. This screen can be pretty tough. Fools rush in, but the rest of us might consider using the blocks from the previous zone as protection.

ZONE 14:
Full steam ahead, but take care in case one or two stragglers haven't bitten the dust from the previous shoot-out.

ZONE 13:
Hold your horses. It's no good rushing through here. You'll need these barrels in the next zone. One or two carefully controlled nudges should line them all up, then take them all together.

ZONE 12:
Remember: Mines can be dangerous to your health, and these diagonal ones are not exception. Just stay cool and it's really quite easy.

ZONE 11:
One of the meanest zones yet. The aliens just keep coming. There are a couple of barriers providing much needed protection. The first couple are just those one-eyed freaks who move in a straight line until they hit something. From then on, normal commando



• Zones completed and Vortons remaining.

tactics normally pay dividends.

ZONE 10:
A real barrier of blocks controls the road. You may like to leave a centre block to stop the Lasertron — depending on your situation — but don't forget to take one block with you for later use.

ZONE 9:
These three barrels are also needed, but there're one or two big mouths to fill with laser shot first.

ZONE 8:
This is what the barrels are for. I hope you remembered to bring along the block to help out!

ZONE 7:
Just as you thought things were getting easy. There are plenty of dastardly drivers to keep you occupied and a couple of horrors in the centre. When you've finished off the former, you're going to have to let the others out if you want to clear the centre. A little diagonal blasting will also deal with those mines. Whatever you do, don't forget to take one of those blocks with you.

ZONE 6:
Nothing in sight. The best bet is to blast the block just past the marked squares in the next zone, then move up to it.

ZONE 5:
You'll be immediately set upon by swarms of one-eyed wonders, which come hurtling down both sides of the road. Fortunately, they're as stupid as ever, so you should be able to pick them off. Then deal with that mine — yes, that's what the block's for. Trap the mine on the left-hand side, or the Lasertron won't fit through otherwise.

ZONE 4:
It's the OK Corral again. Lots of saucers — the meanest in the bunch — to keep you amused.

ZONE 3:
Take these barrels!

ZONE 2:
The greatest multitude of malicious mines yet. Use the barrels to let yourself through. Then rush to the next screen for help.

ZONE 1:
The end of the road at last. But the saucers don't think so. Having taken care of these, you'll notice a few barrels just hanging about waiting to be used in the previous zone.

ZONE 0:
The Lasertron has made it, with just seconds left on the clock. It hits the final fire barrier and ALL YOUR VORTONS DISINTEGRATE!!?! I had a heart-stopping moment, until a little message appeared saying "Lasertron Activate", and it moved forward. The Lasertron obviously has a great time humming to itself as the aliens look on in horror. The alien spaceship quakes, then disappears under the onslaught. Then an insignificant little message appears:
PREPARE FOR YOUR NEXT HIGHWAY ENCOUNTER and it starts all over again. Is it my imagination, or are the aliens getting quicker this time?

GENERAL TIPS
Don't worry about the time to begin with. Just work out the quickest method of clearing each screen. The time factor is usually the most important in the end, but you've got to know what you're doing.
NEVER, never, go back for the Lasertron. Unless you are on your last life and are taking the Lasertron along with you. Remember the time — martyrdom is much quicker.

With each life, just go as far as you can, blasting everything in sight. When you lose a life, if you've reached one of the safe points, you can take the Lasertron and all the spare Vortons along the road together, saving valuable time.

END

I, OF THE MASK



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AMSTRAD
301 CYLU
302 DON'T PANIC
303 BOOTY
306 CHIMERA
310 WILLOW PATTERN
313 THUNDERBIRDS
SPECTRUM
304 CHIMERA
308 WILLOW PATTERN
311 THUNDERBIRDS
315 CHICKIN CHASE
COMMODORE
305 CHIMERA
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Back to Skool
oops
Dragged back for another term, Eric continues his one-man fight against the Education system. All his old adversaries are there, plus escapees from the Biology room and, even worse, girls! Lucky he stocked up on stink bombs over the holidays!
Back to Skool (48K Spectrum) — £6.95
Skooldaze (48K Spectrum & CBM64) — £6.95
Available from all good computer shops or direct from:
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Microsphere Computer Services Ltd., 72, Rosebery Road, London N10 2LA.



SCRIPT: PEDRO HENRY ART: JERRY PARIS

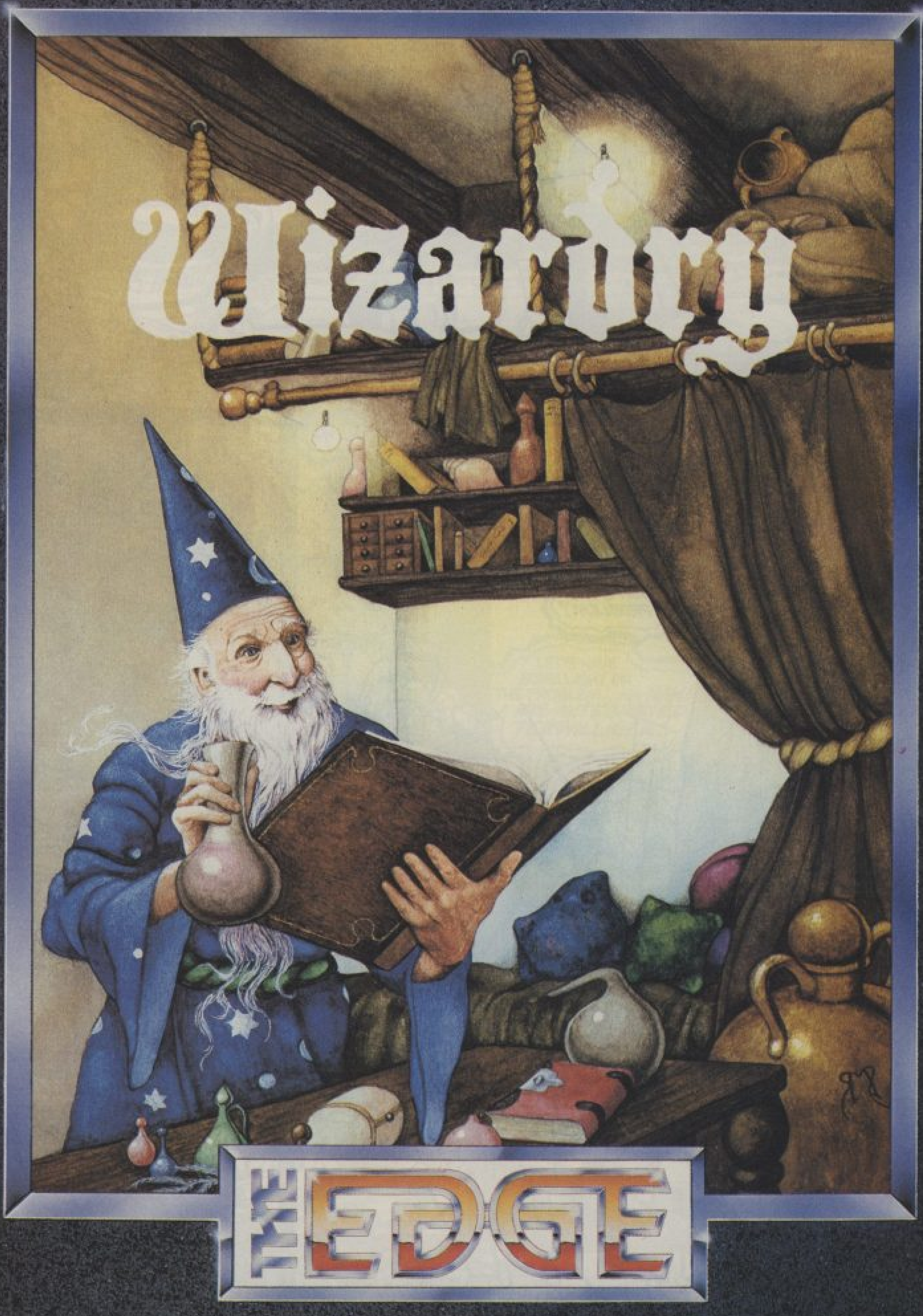


NEXT: THE BUG HUNTERS FACE THEIR GREATEST CHALLENGE YET... BE HERE FOR A WINTER 'SPECIAL' WE JUST HAD TO CALL... THE SNOW JOB

WHO LET THESE GUYS INTO THE BUILDING?! - ED

HEY, PEDRO... WHO'S THIS GUY 'ED'? - JERRY.

COMMODORE 64



"A dream come true!"
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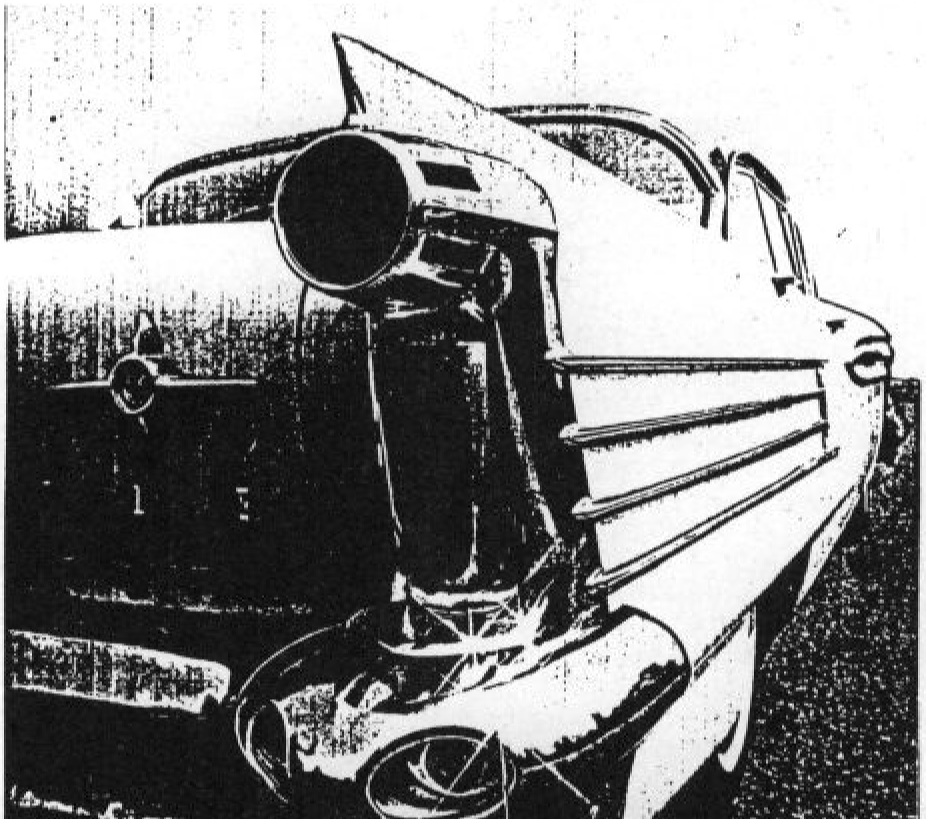
"Wizardry proves that the Brits are still the best when it comes to gameplay, matching the best graphics and music with imaginative plotting and fiendish complexity"
(Commodore Horizons)

PICK OF THE WEEK (CT Weekly, PC Weekly) – FRONT COVER FEATURE (Com. Hor., ZZAP! 64)

No.3 DECEMBER 1985

C+VG

GAMES BOOK



MAD MUNCHER/NECROMANCER'S REALM/DRIP DROP/TRUCKIE

MAD MUNCHER

● BBC 32K

Work up a keen appetite for The Mad Muncher. Control this cute creature in and out of rocks eating the flowers. The more you eat, the longer you grow. But don't take a bite out of yourself.

Full instructions are included in the game which can be controlled by joystick or keyboard.

The program is in two parts, each should be typed in separately. When the first is run it will automatically load and run the second part — which should be saved on tape immediately after it.

● By John Brown

LISTING ONE

```
   10 REM"LOADER FOR MUNCHER
   20 MODE7
   30 PRINTTAB(0,0);CHR$141CHR$132CHR$15
7CHR$129"           THE MAD MUNCHER"
   40 PRINTTAB(0,1);CHR$141CHR$132CHR$15
7CHR$135"           THE MAD MUNCHER"
   50 PRINT
   60 PRINTCHR$128CHR$132CHR$157CHR$135"
        (C)1985  JAKL"
   70 VDU 28,4,24,37,4
   80 PRINT
   90 PRINTCHR$134"Can you control the m
ad muncher"
  100 PRINTCHR$135"weaving in and out th
e rocks and"
  110 PRINTCHR$130"eating the flowers th
at grow in "
  120 PRINTCHR$132"between."
  130 PRINTCHR$133"The more you eat the
longer you"
  140 PRINTCHR$134"grow and don't eat yo
urself or"
  150 PRINTCHR$135"the wall."
  160 PRINTCHR$129"Watch out for the mut
ant snail"
  170 PRINTCHR$130"who turns the flowers
 into rocks"
  180 PRINTCHR$131"and don't eat him eit
her."
  190 PRINTCHR$132"As if that wasn't eno
ugh a "
  200 PRINTCHR$133"mutant spider roams t
he garden"
  210 PRINTCHR$134"and turns the flowers
 into rocks"
  220 PRINTCHR$135"like the snail he is
also fatal."
  230 PRINTCHR$132"Use";CHR$136;"[Z X] u
p_: /_down"
  240 PRINTCHR$135"     or";CHR$136;"JOYS
TICK"
  250 VDU28,13,23,27,22
  260 VDU23,232,0,0,66,165,24,60,90,129,
23,231,0,0,0,64,192,36,46,63,23,224,60,1
26,255,175,86,60,20,40,23,225,60,126,255
,245,106,60,40,20,23,226,153,126,189,126
,189,126,60,24,23,227,24,60,126,189,126,
189,126,153
  270 VDU 23,228,24,36,90,90,36,26,44,24
,23,229,126,126,126,0,231,231,231,0,23,2
30,28,122,251,249,125,121,63,28
  280 ENVELOPE1,3,20,-20,8,5,5,5,0,0,0,-
1,110,0:ENVELOPE2,1,3,2,-2,6,6,6,127,0,0
,-2,127,0:ENVELOPE4,1,0,0,0,0,0,0,126,-1
,0,-5,126,0
  290 CHAIN""
```

LISTING TWO

```
L.
   10 *KEY10*FX4¦MO.¦M
   20
   30 REM" Author-    J.BROWN
   40 REM" Program (C)1985        JAKL
   50 REM" Hi-score routine by
   60 REM" ___________________
   70 REM" ¦HEPPYSOFT(C)1985¦
   80 REM" ___________________
   90
  100 *FX4,2
  110 *FX9,7
  120 *FX10,7
  130 NM$="[[The Mad Muncher (C)1985 JAK
L   Control the muncher and eat the flow
ers[[The Mad Muncher (C) JAKL   Control
the muncher and eat the flowers"
  140 DIMsc(10),NAME$(10):RESTORE1200:FO
RA=1TO9:READA$:NAME$(A)=A$:sc(A)=500-A*5
0:NEXT:sc(1)=500
  150 MODE7:PROCDISPLAY:PROCTUNE1
  160 DIM A(40),B(40)
  170 MODE1
  180 SC=0:MAX=500
  190 LV=1:LF=4:L$="The Mad Muncher"
  200 A$=STRING$(5,CHR$128)
  210 CLS
  220 VDU23,0,1,0,0,0,0,0,0,0
  230 COLOUR2:COLOUR129:PRINTTAB(20-(LEN
(L$)/2),30);L$:COLOUR128
  240 PROCSCREEN
  250 PROCFOOD(LV*3)
  260 FORG=0TO80:VDU23,0,1,G,0,0,0,0,0,0
:NEXTG
  270 IFLF<1PROCGAMEOVER:VDU22,7:PROCSCO
RE:CLS:PROCDISPLAY:PROCTUNE1:GOTO170
  280 COLOUR2:PRINTTAB(7,0);" Score=";SC
;" Lives=";LF
  290 VDU19,2,7;0;
  300 VDU19,3,10;0;
  310 FL=0
  320 VDU23;8202;0;0;0;
  330 SNX%=37:SNY%=INT(RND(26)+2):SNO%=0
  340 SPX%=INT(RND(36)+1):SPY%=3:SPO%=0
  350 C$=CHR$130
  360 FORH=0TO 37:A(H)=H+1:B(H)=2:NEXTH
```

MAD MUNCHER

```
  370 T=0:S=LENA$
  380 D=3
  390 X=LENA$:Y=2:V=2
  400 IF FL=1 THEN FL=0:GOTO290
  410 IFLF<1THEN270
  420 IFADVAL(1)DIV64>900ORINKEY(-98)D=2
:C$=CHR$129
  430 IFADVAL(1)DIV64<300ORINKEY(-67)D=1
:C$=CHR$128
  440 IFADVAL(2)DIV64<300ORINKEY(-105)D=
3:C$=CHR$130
  450 IFADVAL(2)DIV64>900ORINKEY(-73)D=4
:C$=CHR$131
  460 IFD=1X=X+1
  470 IFD=2X=X-1
  480 IFD=3Y=Y+1
  490 IFD=4Y=Y-1
  500 PROCLOC(X,Y)
  510 COLOUR2:PRINTTAB(X,Y);C$;TAB(A(T),
B(T));" "
  520 IFL=132SC=SC+10:COLOUR2:PRINTTAB(7
,0);" Score=";SC;" Lives=";LF:N=N-1:SOUN
D1,1,N*10,10:IF LEN(A$)<37 THENA$=A$+CHR
$128
  530 IFN=0PROCLEVEL:GOTO210
  540 IFL<>32ANDL<>132THENPROCDEAD:GOTO2
70
  550 IF SC>=MAX THEN MAX=MAX+MAX:PROCEX
TRA_GUY
  560 T=T+1
  570 S=S+1
  580 IFT>=LENA$T=0
  590 IFS>=LENA$S=0
  600 A(S)=X:B(S)=Y
  610 IFSNO%=0 AND INT(RND(40))=7 AND LV
>1 THEN SNO%=1:SNX%=36:SNY%=INT(RND(26)+
2):PROCLOC(SNX%,SNY%):SOUND2,2,100,5:IF
L<>32 THEN SNO%=0
  620 IFSPO%=0 AND INT(RND(60))=7 AND LV
>2 THEN SPO%=1:SPX%=INT(RND(36)+1):SPY%=
3:PROCLOC(SPX%,SPY%):SOUND2,2,50,5:IF L<
>32 THEN SPO%=0
  630 IF SNO%=1 THEN PROCSNAIL ELSE IF S
PO%=0 THEN 400
  640 IF SPO%=1 THEN PROCSPIDER ELSE GOT
O400
  650 GOTO400
  660 DEFPROCLOC(T,V)
  670 VDU 31,T,V
  680 A%=135
  690 C=USR(&FFF4):C=C AND&FFFF:C=C DIV
&100:L=C
  700 ENDPROC
  710 DEFPROCSCREEN
  720 COLOUR1
  730 PRINTTAB(0,1);STRING$(40,CHR$133):
PRINTTAB(0,29);STRING$(40,CHR$133)
  740 FORF=2 TO 28:PRINTTAB(0,F);CHR$133
:TAB(39,F);CHR$133:NEXTF
  750 ENDPROC
  760 DEFPROCFOOD(LEV)
  770 FORFD=1TOLEV
  780    COLOUR5
  790    PRINTTAB(RND(37)+1,RND(26)+2);"
"
  800    NEXTFD
  810 FORFD=1TOLEV
  820    COLOUR3
  830    X1=(RND(37)+1):Y1=(RND(26)+2)
  840    PROCLOC(X1,Y1):IFL<>32GOTO830
  850    PRINTTAB(X1,Y1);CHR$132
  860    NEXTFD
  870 N=LEV
  880 ENDPROC
  890 DEFPROCSCORE
  900 IFSC<=sc(9)ENDPROC
  910 FORI=9TO1STEP-1
  920    IFSC>sc(I)THENsc(I+1)=sc(I):NAME
$(I+1)=NAME$(I):FIX=I
  930    NEXT
  940 sc(FIX)=SC
  950 PRINTTAB(4,2)CHR$132CHR$141"You ar
e rated as number ";FIX
  960 PRINTTAB(4,3)CHR$134CHR$141"You ar
e rated as number ";FIX
  970 PRINTTAB(8,7)"Your score was ";SC
  980 PRINTTAB(5,13)CHR$131CHR$136"Pleas
e enter your name."
  990 VDU31,7,15,129,157,135,31,29,15,15
6,31,11,15:*FX15
 1000 !&D00=&D10:?&D02=15:?&D03=32:?&D04
=127
 1010 X%=0:Y%=&D:A%=0:CALL&FFF1
 1020 IF $&D10="" THEN NAME$(FIX)="MR.RE
TURN":ENDPROC
 1030 NAME$(FIX)=$&D10
 1040 ENDPROC
 1050 DEFPROCDISPLAY
 1060 *FX15
 1070 VDU23;8202;0;0;0;
 1080 PRINTCHR$(141);CHR$130;"          M
AD MUNCHERS"
 1090 PRINTCHR$(141);CHR$132;"          M
AD MUNCHERS"
 1100 O=1:PO=1:CO=1
 1110 FORT=3TO19STEP 2
 1120    PRINTTAB(8,T);CHR$(131);O;" ";sc
(O);TAB(17,T);"....";NAME$(O)
 1130    O=O+1:NEXTT
 1140 PRINTTAB(8,23);CHR$136"PRESS SPACE
 OR FIRE"
 1150 PRINTTAB(10,21);MID$(NM$,PO,17):PO
=PO+.5:IFPO>=73THENPO=1
 1160 PRINTTAB(8,3);CHR$(128+CO);TAB(8,5
);CHR$(128+CO);TAB(8,7);CHR$(128+CO);TAB
(8,9);CHR$(128+CO);TAB(8,11);CHR$(128+CO
);TAB(8,13);CHR$(128+CO);TAB(8,15);CHR$(
128+CO);TAB(8,17);CHR$(128+CO);TAB(8,19)
:CHR$(128+CO)
 1170 CO=CO+.5:IFCO>=8THENCO=0
 1180 PRINTTAB(10,0);CHR$(128+CO);TAB(10
,1);CHR$(128+CO+1)
 1190 IF(ADVAL(0)AND3)=1ORINKEY(-99) END
PROC ELSE 1150
 1200 DATA JB,HEPPY,BUTTY,SMURF,JAKL,HEP
PYSOFT,JAKL,HEPPYSOFT,JAKL
 1210 DEFPROCDEAD
```

mad muncher continues p70 ▶

MAD MUNCHER

```
 1220 FORF=0TOLENA$-1
 1230    PRINTTAB(A(F),B(F));" ":SOUND0,-
15,4,2:FORDE=0TO50:NEXTDE:SOUND0,0,0,0:N
EXTF
 1240 IFL=133THENCOLOUR1:PRINTTAB(X,Y);C
HR$133 ELSE PRINTTAB(X,Y);" "
 1250 LF=LF-1
 1260 IF LF>=0 THEN COLOUR2:PRINTTAB(7,0
);" Score=";SC;" Lives=";LF
 1270 IFLENA$>=37 THEN A$=STRING$(4,CHR$
128)
 1280 IF SNO%=1 THEN PRINTTAB(SNX%,SNY%)
;" ":SNO%=0
 1290 IF SPO%=1 THEN PRINTTAB(SPX%,SPY%)
;" ":PRINTTAB(SPX%,SPY%-1);" ":SPO%=0
 1300 FORDE=0TO200:NEXTDE
 1310 ENDPROC
 1320 DEFPROCTUNE1
 1330 RESTORE1430:FORI=1TO9:READN%,D%
 1340    SOUND&101,4,N%,D%:SOUND&102,4,N%
+1,D%
 1350    NEXT
 1360 ENDPROC
 1370 DEFPROCTUNE2
 1380 RESTORE1440:FORI=1TO11:READN%,D%
 1390    SOUND&101,4,N%,D%:SOUND&102,4,N%
+1,D%
 1400    NEXT
 1410 FORDE=0TO500:NEXTDE
 1420 ENDPROC
 1430 DATA88,10,100,4,104,6,116,4,124,6,
116,4,136,8,132,6,136,10
 1440 DATA4,8,4,4,12,4,16,4,32,4,16,4,12
,4,4,6,48,2,52,8,4,10
 1450 DEFPROCSNAIL
 1460 SNX%=SNX%-1
 1470 PROCLOC(SNX%,SNY%)
 1480 IF L=132 THEN PRINTTAB(SNX%,SNY%);
CHR$134:SNO%=0:N=N-1:PRINTTAB(SNX%+1,SNY
%);" ":ENDPROC
 1490 IF L=134 OR L=133 THEN SNO%=0:PRIN
TTAB(SNX%+1,SNY%);" ":ENDPROC
 1500 IF L<>32 AND L<>136 AND L<>135 THE
N PRINTTAB(SNX%+1,SNY%);" ":PROCDEAD:FL=
1:ENDPROC
 1510 PRINTTAB(SNX%,SNY%);CHR$135;" "
 1520 ENDPROC
 1530 DEFPROCLEVEL
 1540 LV=LV+1
 1550 COLOUR1:PRINTTAB(15,13);"LEVEL ";L
V
 1560 COLOUR2:COLOUR129:PRINTTAB(10,14);
"PREPARE TO MUNCH!":PRINTTAB(15,15);"BON
US=";LEN(A$)*10:COLOUR128:SC=SC+LEN(A$)*
10
1570 IFLENA$>=37 THEN A$=STRING$(4,CHR$
128)
 1580 PROCTUNE1
 1590 FORDE=0TO1500:NEXTDE
 1600 IFLV=2THENL$="The snail appears"
 1610 IFLV=3THENL$="The spiders lair"
 1620 IFLV=4THENL$="The rocks attack"
 1630 IFLV=5THENL$="Flower mania"
 1640 IFLV=6THENL$="Amazing!!"
 1650 IFLV=7THENL$="IMPOSSIBLE"
 1660 IFLV=8THENL$="Give up!!"
 1670 IFLV=9THENL$="You must be cheating
"
 1680 IFLV=10THENL$="Wonder worm"
 1690 IFLV=11THENL$="Super centipede"
 1700 IFLV=12THENL$="Mad millipede"
 1710 FORDE=0TO300:NEXTDE:FORG=80TO0STEP
-1:VDU23,0,1,G,0,0,0,0,0,0:NEXTG
 1720 ENDPROC
 1730 DEFPROCSPIDER
 1740 SPY%=SPY%+1
 1750 PROCLOC(SPX%,SPY%)
 1760 IF L=132 THEN PRINTTAB(SPX%,SPY%);
CHR$134:SPO%=0:N=N-1:PRINTTAB(SPX%,SPY%-
1);" ":ENDPROC
 1770 IF L=134 OR L=133 THEN SPO%=0:PRIN
TTAB(SPX%,SPY%-1);" ":ENDPROC
 1780 IF L<>32 AND L<>136 AND L<>135 THE
N PRINTTAB(SPX%,SPY%-1);" ":PROCDEAD:FL=
1:ENDPROC
 1790 IF L<>32 AND L<>135 AND L<>136 THE
N PRINTTAB(SPX%,SPY%-1);" ":ENDPROC
 1800 PRINTTAB(SPX%,SPY%-1);" ";TAB(SPX%
,SPY%);CHR$136
 1810 ENDPROC
 1820 DEFPROCGAMEOVER
 1830 VDU5
 1840 GCOL0,1:MOVE480,512:PRINT"GAME OVE
R":GCOL0,2:MOVE486,518:PRINT"GAME OVER":
GCOL0,3:MOVE492,524:PRINT"GAME OVER"
 1850 VDU4
 1860 PROCTUNE2
 1870 REPEATUNTILADVAL(-6)=15
 1880 FORDE=0TO1000:NEXTDE
 1890 ENDPROC
 1900 DEFPROCEXTRA_GUY
 1910 SOUND1,4,129,2:SOUND1,4,117,2:SOUN
D1,4,101,6:SOUND1,0,101,1:SOUND1,4,101,2
:SOUND1,0,101,1:SOUND1,4,101,2:SOUND1,4,
109,3:SOUND1,4,117,2:SOUND1,4,129,6:SOUN
D1,0,129,1:SOUND1,4,129,2:SOUND1,0,129,1
:SOUND1,4,129,2
 1920 LF=LF+1
 1930 COLOUR2:PRINTTAB(7,0);" Score=";SC
;" Lives=";LF
 1940 ENDPROC
```

MAD MUNCHER

NECROMANCER'S REALM

• Commodore 64K

Explore 232 rooms collecting treasure and killing off nasties in the excellent Necromancer's Realm

And here is a poem from Carl which should help you.

An Amulet was split in twain. Here you see it yet again
The Necromancer hid it well
Be careful of his deadly spell. A map, you'll find, may come in handy
Beware the Boomer, Wizard's dandy
If a bird is troubling you
Kill it with a bow of yew
But be silent, stealth is needed. My advice is to be heeded. Transport, find, and return thence to the place you came from hence. Verse and prose come naturally
When you kill, kill less than three

You have three lives and various weapons can be found to help you. A long listing, but worth typing in.

When typing in this listing, remember anything in brackets is a control key.

• By Carl Muller

```
5 REM THE NECROMANCERS REALM (C)CARL MUL
LER 1985
10 POKE55,255:POKE56,127:CLR:V=53248:V2=
33784:POKE648,128:S=54272
20 PRINT"[CYAN][CLEAR][DOWN][DOWN]"TAB(1
4)"PLEASE WAIT":POKE53280,0:POKE53281,0:
POKE53272,4
30 POKE56576,149:FORA=49152TO49194:READB
:POKEA,B:NEXT:SYS49152:POKE53272,2
40 DATA120,169,0,133,254,133,252,168,169
,208,133,255,169,136,133,253,169,51
50 DATA133,1,177,254,145,252,200,208,249
,230,255,230,253,165,255,201,216
60 DATA208,239,169,55,133,1,88,96
70 FORA=35840TOA+159:READB:POKEA,B:NEXT:
PRINT"[HOME][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN]"
80 FORB=1TO15:A=8-ABS(B-8):PRINTTAB(20-2
*A)"[RVSON]";:FORC=1TOA:PRINT"BC@A";:NEX
T
90 PRINT:NEXT:PRINT"[UP][UP][UP][UP][UP]
[UP][UP][RIGHT][RIGHT][RIGHT][RVSON]M";:
FORA=1TO8:PRINT"DA[DOWN][LEFT][LEFT]@E";
:NEXT:FORA=1TO8
100 PRINT"FC[UP][LEFT][LEFT]BG";:NEXT:PR
INT"L[YELLOW][RVSOFF][HOME]"TAB(14)"NOW
CREATING":PRINTTAB(9);
110 PRINT"[DOWN]THE NECROMANCERS REALM":
PRINTTAB(11)"[DOWN][RVSON]N[RVSOFF] CARL
 MULLER 1985"
120 PRINTTAB(15)"[DOWN]PLEASE WAIT":FORA
=33792TOA+1023:READB:POKEA,B:NEXT
130 FORA=0TO7:POKEV2+A,16+A:POKEV+2*A,(6
0+32*A)AND255:POKEV+2*A+1,158:NEXT
140 POKEV+39,4:POKEV+40,8:POKEV+41,3:POK
EV+42,7:POKEV+43,5:POKEV+44,8
150 POKEV+45,12:POKEV+46,8:POKEV+16,128:
POKEV+21,255:POKEV+10,212:POKEV+14,20
160 FORA=49195TO51040:READB:POKEA,B:NEXT
:POKEV+21,0
170 FORE=0TO232:READA,B,C,D:POKE36864+E,
A:POKE37120+E,B:POKE37376+E,C
175 POKE37632+E,D:NEXT:OPEN1,0
180 REM*HOWZAT GOODWIN???
190 GOSUB600
200 POKE648,4:PRINT"[CLEAR]":POKE648,128
:WE=0:TR=0:ME=3:POKE248,0:MK=0:AM=0:POKE
2,0
210 A1=A(RND(1)*8):A2=A(RND(1)*8):IFA1=A
2THEN210
220 BR=26:WR=110:POKE3,255:POKEV+21,4:R=
16:GOSUB500
230 POKE56333,127:POKE788,33:POKE789,197
:POKE56333,129
240 POKEV+11,158:POKEV+10,172:POKE1344,(
35+RND(1)*5)
250 POKE1345,Q1(RND(1)*6):POKE1346,Q1(RN
D(1)*5):DF=0
300 IFPEEK(247)<>RTHENR=PEEK(247):GOSUB5
00
310 IF(PEEK(2)AND2)=2THEN700
320 IF(PEEK(2)AND32)=32THENTR=TR+1:PRINT
"[GREEN][HOME][DOWN][DOWN]"TAB(31)TR"[LE
FT]000":GOSUB900
330 P=PEEK(V+30):IFPAND16THENA=PEEK(V2+4
):IFA<>24THENGOSUB1550
340 QW=QW+1:IFQW=50THENPOKEV+32,2:QW=0:G
OSUB950:POKEV+32,0
350 IFAM=3ANDR=16THEN400
360 IFWR=RAND(PEEK(V+21)AND16)=0ANDRND(1
)<.1THENGOSUB1500
370 YY=0:IFPAND4THENGOSUB850:IFYY=1THEN7
00
380 IF(PEEK(6)AND16)=0ANDWE>0THENGOSUB16
50
390 IFMK=3ANDDF=0THENDF=1:POKE2,PEEK(2)O
R1:GOSUB1950
399 GOTO300
400 POKE56333,127:POKE788,49:POKE789,234
:POKE56333,129:PRINT"[YELLOW][CLEAR][DOW
N][DOWN][DOWN][DOWN]"TAB(15);
410 PRINT"[s M][s N]OU HAVE DONE IT!!!":
PRINTTAB(15)"[c M][c G]":PRINT"[DOWN]YOU
 HAVE COLLECTED";
420 PRINT" BOTH PIECES OF THE":PRINTTAB(
15)"[DOWN][s N][s M]MULET":PRINTTAB(15)"
[s O][s P]"
430 POKEV+24,4:POKEV+21,0:FORA=1TO2000:N
EXT:PRINTTAB(8)"[DOWN][DOWN][DOWN][CYAN]
[RVSON]";
435 PRINT"PRESS A KEY TO SEE THEM.":POKE
198,0:WAIT198,1:PRINT"[YELLOW][CLEAR]";:
POKEV+24,2
440 POKEV+21,3:POKEV2,30:POKEV2+1,31:POK
EV+39,7:POKEV+40,7:POKEV+1,158
450 POKEV+3,158:POKEV+16,0:FORA=83TO12ST
EP-1:POKEV,172-A:POKEV+2,172+A:NEXT
460 POKES+24,15:POKES+1,8:POKES+3,15:POK
ES+5,10:POKES+6,0:POKES+4,0
470 POKES+4,65:FORA=1TO3000:NEXT:POKE198
,0:POKE1024,0:POKE648,4:SYS1024:END
500 POKE56333,127:POKE247,R:WAIT53265,12
8:POKE2,PEEK(2)AND1:SYS50000
510 PRINT"[YELLOW]WEAPON:[GREEN]"WE$(WE)
;:PRINTTAB(30)INT(PEEK(248)*1000/232)/10
"[LEFT]%  "
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520 PRINT"[DOWN][YELLOW]MEN:[GREEN]"META
B(30)"[YELLOW]$[GREEN]"TR"[LEFT]000 ":IF
R=110THENPOKE2,PEEK(2)OR1
530 PRINT"[DOWN][YELLOW]MONSTERS":PRINT"
DEAD:[GREEN]"MK;:IFAMAND1THENPRINTTAB(35
)"[UP][YELLOW]("
540 POKE163,64:POKEV+6,172:POKEV+7,158:I
FAMAND2THENPRINTTAB(36)"[UP][YELLOW])"
550 IFR=2ORR=6ORR=20ORR=21ORR=23ORR=31OR
R=32THENGOSUB800
560 IFR=33ORR=75ORR=101ORR=125ORR=139ORR
=180ORR=209THENGOSUB800
570 IFBR=RTHENPOKEV+2,172:POKEV+3,158:PO
KEV+21,PEEK(V+21)OR2
580 IFWR=RTHENPOKEV,172:POKEV+1,158:POKE
V+21,PEEK(V+21)OR1
585 IFA1=RTHENPOKEV+21,PEEK(V+21)OR64:PO
KEV+12,172:POKEV+13,158:POKEV+45,7
590 IFA2=RTHENPOKEV+21,PEEK(V+21)OR128:P
OKEV+14,172:POKEV+15,158:POKEV+45,7
595 POKE164,128:IFA1=RORA2=RTHENPOKEV2+6
,30:POKEV2+7,31
599 POKES+24,0:POKE53265,27:POKE56333,12
9:P=PEEK(V+30):RETURN
600 DIMWE$(4),A(7),WS(6),Q1(5),Q2(5),O(3
):FORA=0TO4:READWE$(A):NEXT
610 FORA=0TO7:READA(A):NEXT:FORA=0TO6:RE
ADWS(A):NEXT:FORA=0TO5:READQ1(A),Q2(A)
620 NEXT:O(0)=1:O(1)=0:O(2)=3:O(3)=2
699 RETURN
700 X=V+5:GOSUB1900:ME=ME-1
710 IFME>0THENFORA=1TO1000:NEXT:GOTO220
720 POKE56333,127:POKE788,49:POKE789,234
730 POKE198,0:FORA=1TO1000:NEXT:POKE5633
3,129:POKEV+21,0
740 PRINT"[YELLOW][CLEAR]YOU HAVE KILLED
[GREEN]"MK"[YELLOW]MONSTERS,COLLECTED[GR
EEN][DOWN]":PRINT"$"TR"[LEFT]000 [YELLOW
]";
750 MA=INT(PEEK(248)*1000/232)/10:PRINT"
WORTH OF TREASURE,AND SEEN[GREEN]"MA"[LE
FT]%"
760 H=(MA*TR+MK)*1000:PRINT"[DOWN][YELLO
W]OF THE MAZE.TOTAL SCORE =[GREEN]"H:IFH
<HITHEN790
770 PRINT"[DOWN][YELLOW]ENTER YOUR NAME:
[GREEN]";:INPUT#1,A$:HI=H:HI$=LEFT$(A$,1
6)
790 PRINT:PRINT"[YELLOW]HISCORE =[GREEN]
"HI"[YELLOW]BY [GREEN]"HI$:PRINT"[CYAN][
DOWN]PRESS ANY KEY TO PLAY AGAIN"
799 POKE198,0:WAIT198,1:GOTO200
800 POKEV+12,160:POKEV+13,158:POKEV+14,1
84:POKEV+15,158:POKEV+45,2:POKEV+46,2
810 POKEV2+6,28:POKEV2+7,29:POKEV+21,PEE
K(V+21)OR192:POKE2,PEEK(2)OR16:RETURN
850 IFPAND11THENYY=1:RETURN
855 IF(PAND16)ANDPEEK(V2+4)=24THENYY=1:R
ETURN
860 IF(PAND16)OR((PAND192)ANDPEEK(V2+6)=
28ANDPEEK(V2+7)=29)THENRETURN
870 IFPAND192THEN920
880 IFNOTPAND32THENRETURN
890 POKEV+21,PEEK(V+21)AND223:WE=WS(PEEK
(V2+5)-21):GOSUB900
899 PRINT"[HOME][YELLOW]WEAPON:[GREEN]"W
E$(WE):RETURN
900 POKES+1,20:POKES+5,8:POKES+6,0:POKES
+24,15:POKES+4,0:POKES+4,33
910 POKE2,PEEK(2)AND223:RETURN
920 POKEV+21,PEEK(V+21)AND63:IFR=A1THENA
M=AMOR1:A1=0
930 IFR=A2THENAM=AMOR2:A2=0
940 POKES+24,15:POKES+5,8:POKES+6,0:POKE
S+4,0:POKES+4,65:POKES+3,15
945 FORA=1TO64:POKES+1,A:NEXT:POKES+4,0:
POKES+24,0:RETURN
950 IFBR=RTHEN965
955 A=INT(RND(1)*4):B=PEEK(36864+A*256+B
R):IFBTHENBR=B
960 IFBR=RTHENPOKEV+2,PEEK(O(A)+50152):P
OKEV+3,PEEK(O(A)+50157)
962 IFBR=RTHENPOKEV+21,PEEK(V+21)OR2:P=P
EEK(V+30)
965 IFWR=ROR(PEEK(2)AND1)=0THENRETURN
970 WR=INT(RND(1)*232+1):IFWR<>RANDRND(1
)>.2THENRETURN
980 WR=R:POKEV+21,PEEK(V+21)OR1:POKEV,17
2:POKEV+1,158
1000 DATA192,48,12,3,0,0,0,0,0,0,0,0,192
,48,12,3
1010 DATA0,0,0,0,3,12,48,192,3,12,48,192
,0,0,0,0
1020 DATA192,176,140,131,128,128,128,128
,1,1,1,1,193,49,13,3
1030 DATA128,128,128,128,131,140,176,192
,3,13,49,193,1,1,1,1
1040 DATA3,12,48,192,192,48,12,3,192,48,
12,3,3,12,48,192
1050 DATA3,13,49,193,193,49,13,3,192,176
,140,131,131,140,176,192
1060 DATA128,128,128,128,128,128,128,128
,1,1,1,1,1,1,1,1
1070 DATA60,66,153,161,161,153,66,60,0,0
,0,0,0,0,0,0
1080 DATA7,3,3,15,63,124,251,251,252,255
,255,248,255,127,63,15
1090 DATA224,192,192,240,124,30,127,127,
31,111,111,31,127,126,252,240
1500 POKEV+21,PEEK(V+21)OR16:POKEV+8,PEE
K(V):POKEV+9,PEEK(V+1):POKEV+43,4
1510 POKE164,4:POKES+24,15:POKES+4,0:POK
ES+5,10:POKES+6,0:POKES+1,10
1520 POKEV2+4,24:POKES+4,21:POKES+3,15:P
OKES+15,40:RETURN
1550 IFPAND4THENRETURN
1555 POKE164,128:POKEV+21,PEEK(V+21)AND2
39
1560 IFPAND2AND(A=22OR(A=21AND(PEEK(2)AN
D12)))<>0THEN1600
1565 IF(PAND8)=0THENRETURN
1570 IFA=25ANDPEEK(V2+3)=19THEN1610
1580 IFA=22ANDPEEK(V2+3)=20THEN1630
1590 IFA=26ANDPEEK(V2+3)=19THENPOKE163,2
50
1599 RETURN
1600 BR=26:MK=MK+1:X=V+3:GOSUB1900:PRINT
"[HOME][DOWN][DOWN][DOWN][DOWN][DOWN][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][GREEN]"
MK:RETURN
1610 FORA=0TO8:IFPEEK(A+50892)<>RTHENNEX
T:RETURN
1620 POKE1408+A,160:MK=MK+1:X=V+7:GOSUB1
900:PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][GREEN]"MK:RETURN
1630 FORA=0TO8:IFPEEK(A+50901)<>RTHENNEX
T:RETURN
1640 POKE1472+A,160:MK=MK+1:X=V+7:GOSUB1
900:PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT
][GREEN]"MK:RETURN
1650 POKEV+8,PEEK(V+4):POKEV+9,PEEK(V+5)
:POKEV+21,PEEK(V+21)OR16
1660 POKEV+43,8:IFWE=1THENPOKE164,6:POKE
V2+4,26
1670 IFWE=3THENPOKE164,6:POKEV2+4,25
1680 IFWE=2THENPOKE164,2:POKEV2+4,21
1690 IFWE=4THENPOKE164,6:POKEV2+4,22:POK
EV+43,12:IFBR=RTHENPOKE164,2
1699 RETURN
1900 POKE56333,127:POKES+4,0:POKES+5,15:
POKES+6,0:POKES+24,15:POKES+4,17
1910 FORA=PEEK(X)TO255:POKEX,A:POKES+1,A
:NEXT:POKES+24,0:POKES+4,0*PEEK(V+30)
1920 POKE56333,129:X=(X-V-1)/2:POKEV+21,
PEEK(V+21)AND(255-2^X):RETURN
1950 PRINT"[YELLOW][HOME][DOWN][DOWN][DO
WN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][
DOWN][DOWN][DOWN][DOWN][DOWN][RIGHT][RIG
HT][RIGHT]THE WIZARD HAS HEARD YOU! BEWA
RE!!":RETURN
2000 DATA0,24,0,0,24,0,0,60,0,0,126,0,1,
255,128,0,153,0,0,102,0,0,60,0
2010 DATA0,24,0,1,255,128,3,255,192,3,60
,192,3,126,192,7,126,224,0,126,0
2020 DATA0,255,0,1,255,128,3,255,192,15,
255,240,0,102,0,1,231,128,0
2030 DATA0,126,0,0,255,0,0,153,0,0,255,0
,0,255,0,0,231,0,0,126,0,0,60,0
2040 DATA1,255,128,3,255,192,3,189,192,3
,189,192,3,189,192,7,189,224,7,189,224
2050 DATA0,126,0,1,255,128,1,231,128,1,2
31,128,3,231,192,7,231,224,0
2060 DATA0,60,0,0,66,0,0,129,0,3,255,192
,0,90,0,0,36,0,0,24,0,0,94,0
2070 DATA0,239,0,1,181,128,1,185,128,1,1
89,128,1,189,128,0,60,0
2080 DATA0,60,0,0,36,0,0,36,0,0,36,0,0,3
6,0,0,36,0,1,231,128,0
2090 DATA0,0,0,0,224,0,1,224,0,3,224,0
,7,192,0,15,193,51,223,187
2100 DATA223,224,127,51,255,251,0,18,0,0
,36,0,1,104,0,0,144,0,0,36,0
2110 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0
2120 DATA0,60,0,0,90,0,0,255,0,1,255,128
,1,231,128,1,231,128,0,231,0
2130 DATA0,102,0,0,36,0,0,36,0,0,36,0,0,
36,0,0,36,0,0,36,0,0,36,0,0,36,0
2140 DATA0,39,240,63,240,8,111,255,252,9
6,0,3,31,255,252,0
2150 DATA0,0,28,0,0,110,0,0,191,0,1,127,
0,2,254,0,5,252,0,11,248
2160 DATA0,23,224,0,47,192,0,159,0,1,120
,0,11,224,0,29,128,0
2170 DATA62,0,0,15,0,0,6,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0
2180 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,64,
0,1,192,0,3,128,0,15,0
2190 DATA0,30,0,0,124,0,0,248,0,3,240,0,
7,224,0,31,192,0
2200 DATA15,128,0,95,0,0,122,0,0,48,0,0,
24,0,0,0,0,0,0,0,0,0
2210 DATA0,0,0,0,0,0,0,0,0,0,0,0,126,0
,0,44,0,1,239,128,6,44,96,8,44,16
2220 DATA8,44,16,16,44,8,32,44,4,32,44,4
,63,239,252
2230 DATA32,44,4,0,44,0,0,44,0,0,126,0,0
,0,0,0,0,0,0,0,0,0
2240 DATA3,255,192,7,170,224,7,0,96,7,36
,224,3,195,192,59,211,204,229,41,87
2250 DATA200,0,35,193,72,147,196,16,71,1
92,0,3,196,16,71,193,72,147,200,0,35
2260 DATA229,41,87,59,211,204,3,195,192,
7,36,224,7,0,96,7,170,224,3,255,192,0
2270 DATA0,129,0,0,195,0,0,165,0,0,153,0
,0,90,0,0,60,0,0,24,0
2280 DATA0,24,0,0,24,0,0,24,0,0,24,0,0,2
4,0,0,24,0,0,24,0
2290 DATA0,24,0,0,24,0,0,24,0,0,126,0,0,
60,0,0,24,0,0,24,0,0
2300 DATA0,60,0,0,102,0,0,223,0,0,191,0,
0,191,0,0,255,0
2310 DATA0,126,0,0,60,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0
2320 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0
2330 DATA0,0,0,0,0,32,0,0,112,0,0,120,
0,0,60,0,0,2,0,0,1,0,0,0
2340 DATA128,0,0,96,0,0,240,0,0,240,0,0,
104,0,0,100,0,0,98,0
2350 DATA0,97,0,0,96,128,0,240,64,0,240,
0,1,248,0,3,252,0,0
2360 DATA0,0,15,0,0,48,0,0,15,255,255,25
5,128,0,0,187,18,77,146,171,81
2370 DATA147,58,201,146,170,69,146,170,8
9,128,0,0,255,255,255,255,255,255
2380 DATA255,255,255,255,255,255,255,255
,255,255,255,255
2385 DATA255,255,255,255,255,255,255,255
,255,255,255,255,0
2390 DATA240,0,0,12,0,0,240,0,0,255,255,
255,0,0,1,137,157,217,85,73,21
2400 DATA149,137,153,21,73,21,9,73,213,0
,0,1,255,255,255,255,255,255
2410 DATA255,255,255,255,255,255,255,255
,255,255,255,255
2415 DATA255,255,255,255,255,255,255,255
,255,255,255,255,0
2420 DATA0,15,255,0,255,255,7,255,255,31
,192,0,62,0,0,60,0,0,120,0,0,120,60,120
2430 DATA240,64,132,240,64,72,240,64,50,
240,64,44,240,64,76,120,60,50
2440 DATA120,0,0,60,0,0,62,0,0,63,192,0,
7,255,255,0,255,255,0,15,255,0
2450 DATA255,240,0,255,255,0,255,255,224
,0,3,248,0,0,124,0,0,60,0,0,30,66,60
2460 DATA30,66,66,15,66,64,15,36,64,15,3
6,71,15,24,66,15,24,60,30
2470 DATA0,0,30,0,0,60,0,0,124,0,3,248,2
55,255,224,255,255,0,255,240,0,0
3000 DATA132,253,134,252,169,0,133,255,1
69,24,56,229,252,229,253,133,254
3010 DATA6,254,6,254,24,101,254,133,254,
6,254,38,255,6,254,38,255,6,254
3020 DATA38,255,169,18,24,101,253,101,25
3,56,229,252,229,252,24,101,254
3030 DATA133,254,165,255,105,128,133,255
,96,32,43,192,162,8
3040 DATA189,126,192,168,189,134,192,145
,254,202,208,244,164,253,166,252,96
3050 DATA0,1,2,3,40,41,42,43,130,131,128
,129,128,129,130,131
3060 DATA162,1,160,1,32,105,192,200,192,
9,208,248,232,224,9,208,241,96
3070 DATA32,43,192,160,40,169,132,145,25
4,160,80,169,128,145,254,200,169,133
3080 DATA145,254,96,32,43,192,160,43,169
,135,145,254,160,82,169,134,145,254
3090 DATA200,169,131,145,254,96,32,143,1
92,169,8,133,251,162,1,164,251,234
3100 DATA32,182,192,160,1,166,251,234,32
,161,192,198,251,208,236,76,169,193
3110 DATA162,9,160,1,32,43,192,165,254,5
6,233,240,176,2,198,255,133,254
3120 DATA32,108,192,32,7,193,200,192,10,
208,231,96
3130 DATA134,250,132,249,162,6,32,185,19
2,165,254,24,105,40,144,2,230,255
3140 DATA133,254,202,208,239,166,250,164
,249,96
3150 DATA160,9,162,1,32,43,192,165,254,5
6,233,240,176,2,198,255,133,254
3160 DATA32,108,192,32,65,193,232,224,9,
208,231,96
3170 DATA134,250,132,249,162,6,32,164,19
2,165,254,24,105,40,144,2,230,255
3180 DATA133,254,202,208,239,166,250,164
,249,96
3190 DATA162,9,160,1,32,43,192,165,254,5
6,233,240,176,2,198,255,133,254,162,7
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3200 DATA32,164,192,165,254,24,105,40,14
4,2,230,255,133,254,202,208,239,96
3210 DATA160,9,162,1,32,43,192,165,254,5
6,233,240,176,2,198,255,133,254,162,7
3220 DATA32,185,192,165,254,24,105,40,14
4,2,230,255,133,254,202,208,239,96
3230 DATA32,233,192,32,35,193,32,93,193,
32,131,193,76,148,194
3240 DATA160,0,162,5,32,105,192,202,32,1
05,192,32,185,192,32,164,192,160,0
3250 DATA162,5,32,161,192,160,0,169,137,
145,254,96
3260 DATA162,0,160,5,32,105,192,136,32,1
05,192,32,164,192,32,185,192,162,0
3270 DATA160,5,32,182,192,160,3,169,136,
145,254,96
3280 DATA162,9,160,5,32,105,192,200,32,4
3,192,165,254,56,233,240,176,2,198,255
3290 DATA133,254,162,6,32,164,192,160,39
,169,141,145,254,136,169,140,145,254
3300 DATA165,254,24,105,40,144,2,230,255
,133,254,202,208,228,162,3,169,32
3310 DATA157,207,128,202,208,250,141,170
,128,141,250,128,169,134,141,154,129
3320 DATA169,132,141,194,129,96
3330 DATA160,9,162,5,32,105,192,232,32,4
3,192,165,254,56,233,240,176,2,198,255
3340 DATA133,254,162,6,32,185,192,160,45
,169,141,145,254,136,169,140,145,254
3350 DATA165,254,24,105,40,144,2,230,255
,133,254,202,208,228,162,3,169,32
3360 DATA157,228,128,202,208,250,141,189
,128,141,13,129,169,133,141,173,129
3370 DATA169,135,141,213,129,96
3380 DATA166,247,189,0,144,240,3,32,69,1
94,166,247,189,0,145,240,8,32,184,193
3390 DATA169,141,141,39,131,166,247,189,
0,146,240,8,32,215,193,169,140
3400 DATA141,64,131,166,247,189,0,147,24
0,3,32,246,193,162,7,189,217,194,168
3420 DATA169,141,153,105,129,169,140,153
,142,129,202,208,239,96
3430 DATA0,40,80,120,160,200,240
3440 DATA160,0,132,251,162,5,32,105,192,
202,32,105,192,32,185,192,164,251,200
3450 DATA192,10,208,235,160,0,162,4,32,1
61,192,160,0,162,5,32,161,192,169,141
3460 DATA141,39,131,169,140,141,0,130,96
,162,0,160,5,32,105,192,136,32,105,192
3470 DATA32,164,192,232,224,10,208,239,1
62,0,160,4,32,182,192,160,5,32,182,192
3480 DATA169,140,141,64,131,169,141,141,
231,129,96,22,41,42,43,44,45,99,000,000
3490 DATA000,34,40,46,140,000,000,000,3,
6,9,11
3500 DATA169,0,141,17,208,76,231,197,165
,247,41,3,170,189,76,195,141,33,208
3510 DATA141,134,2,169,147,32,210,255,16
9,0,141,33,208,162,10,202,240,10
3520 DATA189,58,195,197,247,208,246,76,1
5,197,162,9,202,240,10,189,67,195
3530 DATA197,247,208,246,76,24,197,76,20
3,192
3540 DATA166,247,189,0,4,201,32,208,2,23
0,248,169,160,157,0,4,160,0,165,3
3550 DATA166,247,221,0,144,208,1,200,221
,0,145,208,2,160,2,221,,146,208,2,160,3
3560 DATA221,0,147,208,2,160,4,185,231,1
95,141,4,208,185,236,195,141,5,208
3570 DATA169,0,141,16,208,169,4,141,21,2
08,165,247,133,3,185,241,195,133,4
3580 DATA185,246,195,133,5,96
3590 DATA172,234,108,234,108,158,125,190
,190,125,64,64,64,0,128,64,128,0,64,64
3600 DATA173,0,220,133,6,41,1,208,13,165
,4,5,5,48,7,230,4,230,5,206,5,208
3610 DATA165,6,41,2,208,15,165,4,240,11,
165,5,240,7,198,4,198,5,238,5,208
3620 DATA165,6,41,4,208,20,165,5,240,16,
165,4,201,128,240,10,230,4,198,5
3630 DATA206,4,208,206,4,208,165,6,41,8,
208,20,165,4,240,16,165,5,201,128
3640 DATA240,10,230,5,198,4,238,4,208,23
8,4,208,173,16,208,173,16,208
3650 DATA172,4,208,208,2,9,4,192,254,208
,2,41,251,141,16,208,165,2,41,4
3660 DATA240,9,165,4,56,233,48,201,32,17
6,15,165,2,41,8,240,15,165,5,56,233,48
3670 DATA201,32,144,6,165,2,9,2,133,2,16
6,247,160,64,165,5,208,24,165,6,41,2
3680 DATA208,18,165,4,56,233,48,201,32,1
76,9,189,0,145,240,4,133,247,132,5
3690 DATA165,5,201,128,208,24,165,6,41,1
,208,18,165,4,56,233,48,201,32,176,9
3700 DATA189,0,144,240,4,133,247,132,5,1
65,4,208,24,165,6,41,2,208,18,165,5
3710 DATA56,233,48,201,32,176,9,189,0,14
6,240,4,133,247,132,4,165,4,201,128
3720 DATA208,24,165,6,41,1,208,18,165,5,
56,233,48,201,32,176,9
3730 DATA189,0,147,240,4,133,247,132,4,7
6,81,197
3740 DATA165,2,9,4,133,2,76,225,194,165,
2,9,8,133,2,76,17,195
3750 DATA165,2,41,2,208,3,32,251,195,165
,162,41,7,208,11,173,45,208,73,8
3760 DATA141,45,208,141,46,208,234,234,2
34,76,49,234
3770 DATA20,6,31,32,2,21,23,0,33,75,101,
125,139,180,209,0
3780 DATA165,2,41,16,240,42,165,6,41,1,2
08,36,173,5,208,201,158,208,29
3790 DATA173,4,208,56,233,152,201,48,176
,19,162,17,202,189,65,197,197,247
3800 DATA208,248,138,73,8,170,189,65,197
,133,247,173,4,208,56,233,160,201,16
3810 DATA176,22,173,5,208,56,233,150,201
,10,176,12,162,16,189,214,197,197,247
3820 DATA240,6,202,208,246,76,222,198,18
9,0,5,201,32,208,246,169,160,157,0,5
3830 DATA160,128,140,148,130,200,140,107
,130,200,140,108,130,200,140,147,130
3840 DATA173,192,219,141,148,218,141,147
,218,141,107,218,141,108,218
3850 DATA165,2,9,32,133,2,96,55,112,116,
121,132,133,137,144,146,148,158,162
3860 DATA167,170,203,205,32,145,195,32,8
8,195,162,16,189,214,197,197,247
3870 DATA240,5,202,208,246,240,38,189,0,
5,201,32,208,31,160,144,140,107,130
3880 DATA200,140,147,130,200,140,108,130
,200,140,148,130,169,7,141,148,218
3890 DATA141,147,218,141,107,218,141,108
,218,173,64,5,197,247,208,18
3900 DATA173,21,208,9,32,141,21,208,169,
8,141,44,208,169,27,141,253,131,165,247
3910 DATA201,100,208,18,173,21,208,9,32,
141,21,208,169,12,141,44,208,169,22
3920 DATA141,253,131,173,65,5,197,247,20
8,18,173,21,208,9,32,141,21,208
3930 DATA169,8,141,44,208,169,21,141,253
,131,173,66,5,197,247,208,18,173,21,208
3940 DATA9,32,141,21,208,169,8,141,44,20
8,169,23,141,253,131,162,9
3950 DATA189,203,198,197,247,208,25,189,
127,5,201,32,208,18,173,21,208,9,8
3960 DATA141,21,208,169,7,141,42,208,169
,19,141,251,131,189,212,198,197,247
3970 DATA208,25,189,191,5,201,32,208,18,
173,21,208,9,8,141,21,208,169,5
3980 DATA141,42,208,169,20,141,251,131,2
02,208,189,96,000,000
3990 DATA14,62,70,72,79,232,000,000,000,
21,23,122,142,154,177,184,217,000
4000 DATA165,163,208,23,162,0,160,4,32,1
1,199,162,2,160,4,32,11,199
4010 DATA162,6,160,4,32,11,199,230,163,1
98,163,162,8,164,164,48,3,32,11,199
4020 DATA192,4,208,2,230,163,96
4030 DATA189,1,208,217,1,208,176,2,105,2
,56,233,1,157,1,208,185,0,208,56
4040 DATA233,44,133,169,189,0,208,56,233
,44,197,169,176,2,105,4,24,105,42
4050 DATA157,0,208,201,0,208,10,173,16,2
08,29,81,199,141,16,208,96,201,254
4060 DATA208,9,173,16,208,61,82,199,141,
16,208,96
4070 DATA1,254,2,253,4,251,8,247,16,239,
32,223,64,191,128,127
5000 DATA0,0,0,0,0,7,2,0,0,0,0,1,0,9,0,8
,0,10,5,0,0,0,11,4,0,12,0,0
5010 DATA1,13,0,0,3,15,9,0,3,16,0,8,4,17
,11,0,0,18,5,10,6,19,0,0
5020 DATA7,0,14,0,0,0,15,13,8,0,0,14,9,2
2,17,0,10,0,0,16,11,0,19,0,12,0,20,18
5030 DATA0,0,0,19,0,24,0,0,16,26,0,0,0,2
8,0,0,21,29,25,0,0,0,26,24,22,0,27,25
5040 DATA0,0,28,26,23,30,0,27,24,31,0,0,
28,32,0,0,29,0,0,0,30,0,0,0
5050 DATA0,0,34,0,0,0,40,33,0,41,36,0,0,
42,0,35,0,43,0,0,0,44,39,0,0,45,0,38
5060 DATA0,0,34,46,35,47,0,0,36,48,0,0,3
7,49,0,0,38,50,0,0,39,51,0,0
5070 DATA0,0,47,40,41,0,48,46,42,0,49,47
,43,0,50,48,44,0,51,49,45,0,0,50
5080 DATA0,62,53,0,0,0,0,52,0,63,0,0,0,6
4,0,0,0,65,57,0,0,0,0,56,0,67,59,0
5090 DATA0,0,0,58,0,69,61,0,0,0,0,60,52,
71,0,0,54,73,64,0,55,74,0,63,56,75,66,0
5100 DATA0,0,0,65,58,0,68,0,0,78,0,67,60
,0,70,0,0,80,0,69,62,0,72,0,0,0,73,71
5110 DATA63,0,0,72,64,0,75,0,65,0,76,74,
0,0,77,75,0,0,78,76,68,0,79,77
5120 DATA0,0,80,78,70,0,0,79,0,90,82,0,0
,0,0,81,0,93,0,92,0,94,85,0,0,0,95,84
5130 DATA0,96,87,0,0,97,0,86,0,98,99,,,1
00,0,0,81,0,91,0,0,102,0,90,83,103,93,0
5140 DATA83,104,0,92,84,105,95,0,0,106,8
5,94,86,107,0,0,87,108,0,0,88,109,0,0
5150 DATA88,110,0,0,89,110,0,0,0,0,102,0
,91,0,103,101,92,0,0,102,93,0,105,0
5160 DATA94,0,0,104,95,0,107,0,96,0,108,
106,97,0,109,107,98,0,0,108,100,0,0,99
5170 DATA0,113,112,0,0,114,0,111,111,117
,114,0,112,118,0,113,0,119,116,0
5180 DATA0,120,0,115,113,121,118,0,114,1
22,0,117,115,125,120,0,116,126,0,119
5190 DATA117,0,122,0,118,0,123,121,0,0,1
24,122,0,0,125,123,119,129,126,124
5200 DATA120,130,127,125,0,0,128,126,0,0
,0,127,125,131,130,0,126,132,0,129
5210 DATA129,0,132,0,130,0,0,131,0,0,134
,133,0,138,135,133,0,139,0,134
5220 DATA0,141,137,0,0,0,137,136,134,143
,0,0,135,144,140,0,0,0,141,139
5230 DATA136,145,142,140,0,0,151,141,138
,143,0,0,139,144,0,0,141,0,146,0
5240 DATA0,0,146,145,0,151,148,0,0,0,148
,147,0,153,154,0,0,155,156,0
5250 DATA147,157,152,142,0,0,153,151,149
,159,0,152,149,160,0,0,150,160,0,0
5260 DATA150,160,0,0,151,0,158,0,0,0,158
,157,153,159,0,0,155,0,156,154
5270 DATA0,0,0,172,0,174,0,173,0,175,0,0
,0,177,0,0,0,179,0,0,0,180,181,0
5280 DATA0,182,183,0,0,184,169,0,0,0,0,1
68,0,186,0,0,0,187,0,0,161,188,0,0
5290 DATA162,189,174,0,162,190,0,173,163
,191,176,0,0,0,177,175,164,0,178,176
5300 DATA0,0,179,177,165,192,0,178,166,1
93,181,0,166,180,0,0,167,194,183,0
5310 DATA167,195,0,182,168,196,185,195,0
,0,0,184,170,198,0,0,171,200,0,0
5320 DATA0,0,189,172,173,0,0,188,174,0,1
91,0,175,0,0,190,179,0,193,0
5330 DATA180,0,194,192,182,0,195,193,183
,194,184,0,184,0,197,0,0,0,198,196
5340 DATA186,0,199,197,0,0,200,198,187,0
,201,199,0,0,0,200
5350 DATA0,211,0,210,0,212,213,0,0,215,0
,214,0,216,0,0,0,218,0,0,0,220,0,0
5360 DATA0,221,209,0,0,0,232,208,202,223
,211,0,202,223,0,210,203,225,0,0
5370 DATA203,225,214,0,204,226,215,213,2
04,227,0,214,205,228,217,0
5380 DATA0,0,218,216,206,0,219,217,0,0,2
20,218,207,229,0,219,208,0,222,0
5390 DATA0,231,0,221,210,0,0,0,211,0,225
,0,212,0,213,224,214,0,0,0,215,0,228,0
5400 DATA216,0,0,227,220,0,230,0,0,0,231
,229,222,0,0,230,0,0,0,209
20000 DATANONE,CATAPULT,CLUB,BOW,SWORD,8
9,111,143,156,161,171,201,223
20010 DATA2,4,3,0,0,0,1,53,54,61,57,83,5
9,85,86,87,82,128,0
65535 REM"[141][UP][RVSON][WHITE](C) CAR
L MULLER 1985
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NECROMANCER'S REALM

DRIP DROP DRIP DROP

● Spectrum

Don't be fooled by the apparent simplicity of Drip Drop. The game becomes progressively more difficult and addictive.

The aim of the game is to control a robot to catch falling drops of water. Easy enough until one drop of water becomes two and then three. And, to complicate matters, each drip drops at varying speeds.

The listing is in two parts. Type and save program one, then type in program two separately and save it on tape after the first.

The listing includes graphic instructions which are underlined. Type any underlined character or digit in graphics mode (CAPS SHIFT + '9'). A digit may be preceded by 'sh'. In this case hold down a shift key when typing it. Other underlined instructions are shown in brackets.

Control keys are Q for left and P for right.

● By Richard Taylor

LISTING ONE

```
  10 FOR k=USR "a" TO USR "b"+7
  20 READ x: POKE k,x: NEXT k
  30 DATA 60,219,255,129,189,165
,66,189
  40 DATA 0,16,56,124,124,124,12
4,56
  50 LOAD ""
```

LISTING TWO

```
   1 INK 7: PAPER 0: BORDER 0: C
LS : PRINT "HELLO"
   2 FOR x=1 TO 72
   4 READ z: BEEP .1,z: NEXT x:
BEEP .1,0
   5 REM data for tune.if get E.
OUT OF DATA then check following
 numbers.if dont feel like typin
g tune out then start at line 7
   6 DATA 0,2,3,2,0,0,2,3,2,0,3,
5,7,3,5,7,7,8,7,5,3,2,0,7,8,7,5,
3,2,0,0,-5,0,0,1,-5,0,0,2,3,0,-5
,1,0,0,-5,0,0,2,3,5,7,8,7,0,2,3,
5,7,8,7,7,5,3,7,5,3,0,2,3,2,0,0,
2,3,2,0,0,0,-5,0,0,1,-5
   7 LET hi=0
   8 REM introduction screen
```


drip drop continues p76 ▶

```
   9 POKE 23562,1
  10 PAPER 0: BORDER 0: BRIGHT 1
: CLS
  15 LET lives=3
  16 LET sc=0
  20 FOR a=2 TO 6
  30 PRINT  INK a;AT 2,8;"sh3sh3
  sh3sh3sh3  sh7  sh3sh3sh3
              sh5 6  sh5 5  sh5  s
h5 5                 sh5 5  sh5 5
  sh5  sh5 5                sh5
5  sh1sh3sh2  sh5  sh1sh3sh2
              sh5 5  sh5 sh5  sh5
 sh5                 sh1sh3sh6
 sh5 sh5  sh5  sh5"
  40 PRINT  INK a-1;AT 10,7;"sh3
sh3  sh3sh3sh3  sh3sh3sh3  sh3s
h3sh3                sh5 6  sh5 5
 sh5 5  sh5 5               sh5 5
  sh5 5  sh5 5  sh5 5
   sh5 5  sh1sh3sh2  sh5 5  sh1s
h3sh2                sh5 5  sh5 sh
5  sh5 5  sh5                sh1
sh3sh6  sh5 sh5  sh1sh3sh2  sh5
          "

  44 BEEP .003,13: BEEP .009,15:
 BEEP .003,11: BEEP .009,11: BEE
P .003,15
  50 PRINT  INK 5;AT 9,7;"B": IN
K 5;AT 9,19;"B": INK 5;AT 8,15;"
B"; INK 5;AT 7,24;"B"
  55 BEEP .003,-5: BEEP .003,-7:
 BEEP .003,-1: BEEP .009,-4: BEE
P .003,-1: BEEP .009,-4
  60 PRINT  INK 5;AT 17,6;"B": I
NK 5;AT 16,14;"B": INK 5;AT 19,1
7;"B": INK 5;AT 17,21;"B"
  75 PRINT  INK a+1;;AT 21,5;"HI
T THE S KEY TO START": IF INKEY$
="s" THEN  GO TO 100
  80 NEXT a: GO TO 20
 100 GO TO 140
 101 CLS : FOR a=0 TO 150: LET b
=INT (RND*30):REM cavern graphics
 116 PLOT  INK 4;a,170
 119 DRAW  INK 4;0,-b
 120 NEXT a
 123 REM information table graph
ics and gubbins!
 125 FOR a=157 TO 160: PLOT  INK
 2;a,0: DRAW  INK 2;0,170: NEXT
a: FOR b=252 TO 255: PLOT  INK 2
;b,0: DRAW  INK 2;0,170: NEXT b:
 FOR a=157 TO 255: PLOT  INK 2;a
,0: DRAW  INK 2;0,3: PLOT  INK 2
;a,170: DRAW  INK 2;0,-3: NEXT a
 130 PRINT  FLASH 1: INK 7: PAPE
R 1;AT 0,20;"INFORMATION":
 131 PRINT  INK 6;AT 3,21;"PLAYE
R ": INK 5;a$
 132 PRINT  INK 4;AT 6,21;"LIVES
"; INK 2;lives
 133 PRINT  INK 3;AT 9,21;"SCORE
"; INK 2;sc
 136 PRINT  INK 3;AT 12,21;"BEST
"; INK 6;hi
 137 GO TO 700
 140 CLS : INPUT  INK 4;"YOUR IN
ITALS PLEASE ?";a$: LET c=LEN a$
: IF c>4 THEN  BEEP 1,1: PRINT "
NOT MORE THAN {inv vid}{inv vid}
4{true vid} LETTERS MAX!": PAUSE
 105: GO TO 140
 145 IF c<1 THEN  BEEP .5,1: PRI
NT AT 10,0;"DON'T BE AWKWARD MY
DEAR            CHAP/CHAPESS!": P
AUSE 105: GO TO 140
 150 GO TO 101
 499 REM end of game program
 600 REM actual game program.fir
st few subroutines make the move
ment variables
 700 LET o=6: LET d=6: LET r=19:
 LET c=10
 710 GO SUB 750
 720 GO SUB 850
 730 GO SUB 950
 740 GO TO 1000
 750 LET a=6: LET b=INT (RND*16)
: LET f=b
 755 IF f=0 THEN  GO TO 750
 760 RETURN
 800 REM next few lines are impo
rtant they decide wether you hav
e scored anything or lost a life etc
 840 IF sc>40 THEN  GO SUB 9000
 850 IF sc>20 AND d<19 THEN  GO
TO 7000
 852 LET d=6: LET e=INT (RND*16)
 855 IF e=0 THEN  GO TO 852
 860 RETURN
 950 IF sc>40 AND o<19 THEN  GO
TO 9000
 952 LET o=6: LET n=INT (RND*16)
 955 IF n=0 THEN  GO TO 950
1005 IF a>=19 AND c=f THEN  GO T
O 6000
1010 IF a>=19 AND c<>f THEN  PRI
NT AT a,f;" ": PRINT AT d,e;" ":
 PRINT AT o,n;" ": GO TO 4000
3000 REM the next to lines shoul
d be entered with the A and B in
 graphics mode
3010 INK 7: PRINT  INK 6;AT r,c;
"A"
3020 PRINT  INK 5;AT a,f;"B";AT
a-1,f;" "
3024 IF sc>40 THEN  GO SUB 9000
```

drip drop continues p78 ▶



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AMSTRAD and
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```
3025 REM next line decides if yo
u are to proceed to the next lev
el of difficulty
3030 IF sc>20 THEN  GO SUB 7000
3040 PRINT AT r,c-1;" "
3050 PRINT AT r,c+1;" "
3120 IF INKEY$="q" THEN  BEEP .0
03,.0009: LET c=c-1
3125 IF INKEY$="h" OR INKEY$="H"
 THEN  POKE 23562,5: PRINT AT 21
,0;"PRESS ANY KEY": PAUSE 0: PRI
NT AT 21,0;"                ": POKE
 23562,1
3130 IF INKEY$="p" THEN  BEEP .0
03,.0009: LET c=c+1
3160 IF c>16 THEN  LET c=16
3170 IF c<1 THEN  LET c=1
3173 REM next line decides if yo
u have scored ten and if so it s
ends you to the next line
3175 IF sc>=10 THEN  GO TO 6100
3180 LET a=a+.5: GO TO 1000
3999 REM next few lines are the
 the lines in the program that m
ake you loose a life
4000 IF lives<1 THEN  GO TO 5000
4005 BEEP .1,-5
4010 LET lives=lives-1
4020 PRINT  INK 2;AT 6,21;"LIVES
 ": INK 4;lives
4100 GO TO 710
4120 GO TO 710
4999 REM end of game seqence
5000 CLS : FOR a=0 TO 10: PRINT
AT a,a;"
                GAME OVER ";a$;"
  "
5010 PAUSE 15: NEXT a
5020 FOR n=10 TO 29: BEEP .015,n
: OUT 254,RND*7: NEXT n: GO TO 1
0
5999 REM score sequence
6000 LET sc=sc+2: PRINT AT 18,f;
" "
6010 PRINT  INK 7;AT 9,21;"SCORE
 "; INK 5;sc
6013 REM next line decides if th
e hi-score has been beaten
6015 IF sc>hi THEN  LET hi=sc: P
RINT  INK 3;AT 12,21;"BEST "; IN
K 5;hi
6020 GO TO 710
6105 IF sc>20 THEN  LET a=a+.5:
GO TO 1000
6110 LET a=a+.9: GO TO 1000
6999 REM in next line the print
statement should be entered with
 the B in graphics mode
7000 PRINT  INK 5;AT d,e;"B";AT
d-1,e;" "
7020 IF d>=19 AND c=e THEN  GO T
O 8000
7040 IF d>=19 AND c<>e THEN  PRI
NT AT d,e;" ": PRINT AT a,f;" ":
 PRINT AT o,n;" ": GO TO 4000
7050 REM 7080+7100 DECIDE THAT I
F YOU HAVE ENOUGH POINTS TO REWA
RD YOU WITH AN EXTRA LIFE
7080 IF sc=50 THEN  LET sc=60: G
O SUB 8700
7100 IF sc=100 THEN  LET sc=110:
 GO SUB 8700
7120 LET d=d+.3: RETURN
8000 LET sc=sc+2: PRINT AT 9,21;
"SCORE "; INK 3;sc
8100 IF sc>hi THEN  LET hi=sc: P
RINT  INK 3;AT 12,21;"BEST "; IN
K 6;hi
8120 GO TO 850
8700 FOR a=0 TO 19: PRINT  INK 4
;AT 21,a;" BONUS LIFE! ": BEEP .
25,1: NEXT a
8710 PRINT AT 21,0;"
                     ";AT 21,0;"P
RESS ANY KEY": PAUSE 0
8715 PRINT AT 21,0;"
 "
8719 REM next few lines restore
the sceeen back to normal after
being messed around by the hiscore
8720 FOR q=157 TO 255: PLOT  INK
 2;q,0: DRAW  INK 2;0,3: NEXT q:
 FOR t=157 TO 160: FOR y=252 TO
255: PLOT  INK 2;y,3: DRAW  INK
2;0,4: PLOT  INK 2;t,3: DRAW  IN
K 2;0,4: NEXT y: NEXT t: LET liv
es=lives+1
8730 PRINT  INK 2;AT 6,21;"LIVES
 "; INK 4;lives
8740 RETURN
9000 PRINT  INK 5;AT o,n;"B";AT
o-1,n;" "
9009 IF o>=19 AND c=n THEN  PRIN
T AT o,n;" ": GO TO 9500
9010 IF o>=19 AND c<>n THEN  PRI
NT AT o,n;" ": PRINT AT a,f;" ":
 PRINT AT d,e;" ": GO TO 4000
9090 LET o=o+.3: RETURN
9500 LET sc=sc+2: PRINT AT 9,21;
"SCORE "; INK 5;sc
9510 IF sc>hi THEN  LET hi=sc: P
RINT  INK 3;AT 12,21;"BEST "; IN
K 4;hi
9520 GO TO 950
9997 REM  MATTHEW TAYLOR 1985
9998 REM ...END OF PROGRAM...
9999 SAVE "DRIPDROP" LINE 1
```

TRUCKIE

● VIC 20 3.5K

In Truckie you travel down the screen avoiding pillar-boxes, lamposts and the edge of the road by using the key Z for left and C for right.

Use the Space Bar to pause the game and Return to quit.

When you reach a score of 2,500 darkness falls and it won't get light again until 4,500.

The listing is in two parts, type and save program one, then type and save program two separately.

Any words inside square brackets — eg [HOME]— represent control keys and will be shown on the screen as a graphics symbol.

Some parts of the program look rather odd — for example in program one lines 230,240, etc. These are correct and should be typed in as shown in the listing. Remember words immediately enclosed in matching square bracket represent control keys.

● By Andrew Philpott

LISTING ONE

```
5 POKE52,28:POKE56,28
10 PRINT"[CLEAR][DOWN][DOWN][DOWN][RIGHT
][RIGHT][RIGHT]DEFINING GRAPHICS"
20 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT]PLEASE WAIT..."
30 FORI=7168TO7671
35 READA
40 POKEI.A
45 PRINT"[HOME][RED][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN][DOWN][RIGHT
][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT]"I
50 NEXTI
60 GOTO200
100 DATA30,26,2,2,2,2,7,7
101 DATA56,124,68,124,124,116,124,124
102 DATA254,198,84,214,214,84,84,84
103 DATA254,198,84,214,214,84,84,84
104 DATA254,198,84,214,214,84,84,84
105 DATA129,161,161,169,165,191,133,137
106 DATA84,68,124,56,124,68,68,56
107 DATA84,68,124,56,124,68,68,56
108 DATA84,68,124,56,124,68,68,56
109 DATA129,133,133,149,165,253,161,145
110 DATA252,196,196,252,196,196,196,196
111 DATA252,194,194,252,252,194,194,252
112 DATA252,196,192,192,192,192,196,252
113 DATA254,98,98,98,98,98,98,254
114 DATA252,196,192,192,248,192,196,252
115 DATA252,192,192,248,192,192,192,192
116 DATA252,196,192,192,192,204,196,252
117 DATA196,196,196,252,196,196,196,196
118 DATA62,24,24,24,24,24,24,62
119 DATA126,24,24,24,24,24,152,240
120 DATA196,200,208,224,224,208,200,196
121 DATA192,192,192,192,192,192,196,252
122 DATA196,236,212,196,196,196,196,196
123 DATA98,114,114,106,106,102,102,98
124 DATA252,196,196,196,196,196,196,252
125 DATA252,196,196,252,192,192,192,192
126 DATA252,196,196,196,196,204,254,1
127 DATA252,196,196,252,224,208,200,196
128 DATA0,16,16,16,84,56,16,0
129 DATA16,56,84,16,16,16,0,16
130 DATA0,32,64,253,64,32,0,0
131 DATA16,56,68,199,68,56,16,16
132 DATA0,0,0,0,0,0,0,0
133 DATA126,96,96,126,2,2,66,126
134 DATA0,0,0,0,0,0,0,0
135 DATA126,24,24,24,24,24,24,24
136 DATA196,196,196,196,196,196,196,252
137 DATA194,194,194,100,100,100,56,56
138 DATA193,193,193,98,106,106,52,52
139 DATA194,100,100,56,56,100,100,194
140 DATA66,66,36,36,24,24,24,24
141 DATA126,70,12,24,48,96,66,126
142 DATA0,24,24,0,0,24,24,0
143 DATA0,0,0,126,126,0,0,0
144 DATA146,146,146,146,214,186,146,130
145 DATA130,146,186,214,146,146,146,146
146 DATA24,24,24,24,24,0,24,24
147 DATA0,0,0,0,0,0,24,24
148 DATA126,98,98,98,98,98,126,126
149 DATA120,88,24,24,24,24,24,126
150 DATA124,68,4,4,124,96,96,124
151 DATA126,66,2,30,30,2,66,126
152 DATA4,12,28,44,76,255,12,12
153 DATA124,100,96,124,4,4,68,124
154 DATA252,196,192,192,252,196,196,252
155 DATA126,70,6,6,6,6,6,6
156 DATA126,98,98,98,126,98,98,126
157 DATA127,67,67,127,3,3,67,127
158 DATA56,58,20,56,80,184,40,40
159 DATA56,56,16,56,84,186,40,40
160 DATA0,8,4,126,4,8,0,0
161 DATA0,255,255,0,0,255,255,0
162 DATA126,129,189,161,161,189,129,126
200 POKE36869,255:POKE36879,8
210 PRINT"[CLEAR][WHITE]"
220 PRINT"[PURPLE][HOME]................
......"
225 PRINT"[DOWN][RED][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT]+++++++"
230 PRINT"[YELLOW]        #[$LTRN"
235 PRINT"[RED][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT]+++++++"
240 PRINT"[WHITE][DOWN] OX[ #QN %RL+20 3
/5T  "
250 PRINT"[YELLOW][DOWN][DOWN][DOWN]
>  [CYAN]VXWX!XO#"
270 PRINT"[PURPLE][DOWN][DOWN][DOWN][DOW
N][DOWN]----------------------"
280 FORV=1TO8000:NEXTV
290 PRINT"[CLEAR]"
300 PRINT"[PURPLE][HOME]................
......"
310 PRINT"[YELLOW]RW #QR! NW#N[#JRWRWP [
DOWN] PJVN (X$ LXW#[XU J    [DOWN] UX[[(
#[J%NUURWP MX&W"
320 PRINT"[DOWN]#QN !L[NNW/"
330 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT]$!N #QN TN(!*+"
335 PRINT"[DOWN][WHITE][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
N#$[W"
340 PRINT"[BLUE][DOWN][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][R
IGHT][RIGHT][RIGHT]]                   [W
HITE]) [BLUE]^_< [WHITE]L
   [BLUE]\"
345 PRINT"[DOWN][WHITE][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT]!YJLN"
360 PRINT"[PURPLE][DOWN]----------------
------"
370 FORV=1TO8000:NEXTV
380 PRINT"[CLEAR]"
390 PRINT"[HOME]......................"
400 PRINT"[DOWN][YELLOW][RIGHT][RIGHT][R
IGHT][RIGHT]TN( LXVVJWM!*+"
410 PRINT"[WHITE][DOWN][DOWN][DOWN][RIGH
T][N#$[W [YELLOW]+ [WHITE]Z$R# PJVN."
420 PRINT"[DOWN][RIGHT]) [YELLOW]+ [WHIT
E]VX%N! UX[[( UNO#"
430 PRINT"[DOWN][RIGHT]L [YELLOW]+ [WHIT
E]VX%N! UX[[( [RPQ#"
440 PRINT"[RIGHT]!YJLN [YELLOW]+ [WHITE]
YJ$!N! PJVN."
460 PRINT"[PURPLE][DOWN][DOWN][DOWN][DOW
N]----------------------"
470 FORV=1TO8000:NEXTV
475 POKE36869,240
480 POKE198,3:POKE632,147:POKE633,131
```

LISTING TWO

```
5 POKE36869,255
10 POKED,15
20 SC=0:HI=5000:HI$="%RL+20"
30 SC=0:Z=7734:S=7756:T=7:C=38454:M=3847
6:W=36877:Q=36874:D=36878:G=36879:POKED,
0
31 A=36869
32 POKEG,8
35 PRINT"[CLEAR][YELLOW][DOWN][DOWN]
  > VXWX!XO#"
36 FORJ=1TO4000:NEXTJ
100 POKED,15:POKEG,25:PRINT"[CLEAR]":FOR
R=128TO190:POKEQ,R
101 FORK=1TO25:NEXTK
102 NEXTR:POKEQ,0
103 FORR=195TO128STEP-1:POKEQ,R
104 FORK=1TO25:NEXTK
105 NEXTR
110 FORU=0TO0
125 SC=SC+10:IFSC=220THENPRINT"[HOME][BL
ACK][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN]          PX          "
130 T=T+H
135 POKEQ,136
140 IFSC=2500ORSC=10000THENPOKEG,8
145 IFSC=4000ORSC=13000THENPOKEG,25
146 IFSC=4500THENGOTO700
150 IFT=0THENT=1
160 IFT=8THENT=7
170 PRINTTAB(T)"[RED]E[RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT]I"
180 POKEZ+X-22,32:POKEZ+X,32
185 POKES+B-22,32:POKES+B,32
200 IFPEEK(197)=33THENX=X-1:B=B-1:POKEZ+
X,3:POKES+B,6:Y=1:POKED,15
204 IFPEEK(197)=15THEN1000
208 IFPEEK(197)=32THENPOKE198,0:WAIT198,
1:POKE198,0
```


truckie continues p82 ▶

SEE MICRONET 800 IN ACTION

At selected Boots, Laskys, John Lewis & your local computer store

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Bath. Boots, 1 Marchants Passage, Southgate. Tel: 0225 64402.
Bristol. Boots, 59 Broadmead. Tel: 0272 293631.
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BEDFORDSHIRE

Bedford. Boots, The Harpur Centre, Harpur Street. Tel: 0234 56231.
Bedford. Software Centre, 52a Bromham Road, Tel: 0234 44733.
Leighton Buzzard. DJ Computers, 17 Bridge Street, Tel: 0525 383929.
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Cambridge. Boots, 65-67 Sidney Street and 28 Petty Curry Street. Tel: 0223 350213
Cambridge. Cambridge Computer Store, 4 Emmanuel Street. Tel: 0223 358264
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Peterborough. Logic Sales, Unit 6 Midgate Parade, Tel: 0733 49696.
St Neots. Compute, 3 Cross Keys. Tel: 0480 72013

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Chester. Boots, 47-55 Foregate Street. Tel: 0244 28421
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Bodmin. Microtest, 18 Normandy Way. Tel: 0208 3171/3182

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Kendal. The Kendal Computer Centre, Stramongate. Tel: 0539 22559.
Whitehaven. PD Hendren, 15 King Street. Tel: 0946 2063.
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Paignton. Computer Systems Ltd, 35 Hyde Road. Tel: 0803 524284.
Plymouth. Syntax, 76 Cornwall, Street. Tel: 0752 28705.
Plymouth. Computer Base, 21 Market Avenue. Tel: 0752 672128.
Plymouth. Boots, 2-6 New George Street. Tel: 0752 266271.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
Tiverton. Actron Microcomputers, 37 Bampton Street. Tel: 0884 252854.

DORSET

Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. 0202 20165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.
Poole. Lansdowne Computer Centre, 14 Arndale Centre. Tel: 0202 670901.

ESSEX

Basildon. Basildon Software Centre, 78-80 Liberty Shopping Hall, East Square. Tel: 0268 27922.
Braintree. Mirage Micros, 24 Bank Street. Tel: 0376 48321.
Chelmsford. Maxton Hayman, 5 Broomfield Road. Tel: 0245 354595.
Colchester. Boots, 5-6 Lion Walk. Tel: 0206 577303.
Colchester. Colchester Computer Centre, 3a Short Wyre Street. Tel: 0206 47242.
Grays. H. Reynolds, 79 Orsett Road. Tel: 0375 5948.
Harlow. Harlow Computer Centre, 17 Staple Tye. Tel: 0279 22846.
Hornchurch. Comptel Computer Systems, 112a North Street. Tel: 0402 446741.
Ilford. Boots, 177-185 High Road. Tel: 01-553 2116.
Romford. Software Plus, 72 North Street. Tel: 70 65271.
Southend-on-Sea. Computerama, 88 London Road. Tel: 0702 335443.
Southend-on-Sea. Computer Centre, 336 London Road. Tel: 0702 337161.
Southend-on-Sea. Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

GLOUCESTER

Cheltenham. Screen Scene, 144 St. Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

HAMPSHIRE

Basingstoke. Boots, 15 Old Basing Mall. Tel: 0256 51611.
Bournemouth. Boots, 18-20 Commercial Road. Tel: 0202 21713.
Fareham. Electronequip, 36-38 West Street. Tel: 0329 230670.
Fareham. Boots, 21 Westbury Mall. Tel: 0329 232011
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Portsmouth. RDS Electrical (Portsmouth) Ltd, 157-161 Kingston Road. Tel: 0705 812478.
Portsmouth. Boots, 194/204 Commercial Road, Tel: 0705 825248.
Southampton. Boots, 23-29 Above Bar Street. Tel: 0703 333983.
Waterlooville. GB Microland, 7 Queens Parade, London Rd. Tel: 0705 259911.

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Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
Watford. SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.
Welwyn Garden City. DJ Computers. 40 Fretherne Road. Tel: 96 28444

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Beverley. Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.
Grimsby. R.C. Johnson Ltd, 22 Friargate, River Head Centre, Tel: 0472 42031.
Hull. Boots, 48-58 Prospect Centre. Tel: 0482 22334.
Hull. Computer Centre, 26 Analby Road. Tel: 0482 26297.

ISLE OF MAN

Douglas. T.H. Colebourn, 57-61 Victoria Street. Tel: 0624 73482.

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Ashford. DGH, 10 North Street. Tel: 0233 32597.
Beckenham. Supa Computers, 425 Croydon Road. Tel: 01-650 3569.
Bromley. Boots, 148-154 High Street. Tel: 01-460 6688.
Chatham. Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.
Gravesend. Gravesend Home Computers, 39 The Terrace. Tel: 0474 23871
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Maidstone. Boots, 56-62 King Street. Tel: 0622 53912.
Maidstone. Kent Micros, 52 Union Street. Tel: 0622 52784.
Rainham. Microway Computers, 39 High Street. Tel: 0634 376702.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Shortlands. The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Boots, 7-11 Calverley Road. Tel: 0892 26486.
Tunbridge Wells. Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

LANCASHIRE

Blackpool. Boots, 28-38 Bank Hey St & Victoria St. Tel: 0253 22276.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Bolton. Computer World UK. 208 Chorley Old Road. Tel: 0204 494304
Burnley. IMO Computer Centre, 39-43 Standish Street. Tel: 0282 54299.
Lancaster. Northern Lights, 89 Scotforth Road. Tel: 0524 62634.
Preston. 4Mat Computing, 67 Friargate. tel: 0772 561952.
Rochdale. Boots, 50 Market Way. Tel: 0706 53225.

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Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Leicester. DA Computers 104 London Road. Tel: 0533 549407.
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W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
W1. Galaxy. 230 Tottenham Court Road. Tel: 01-636 6500.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road, Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
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SE7. Vic Oddens Micros, 6 London Bridge Walk. Tel: 01-403 1988.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate, Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW4. Boots, Brent Cross Shopping Centre. Tel: 01-202 5256/7.
NW11. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.

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Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Marple. Marple Computer Centre, 106 Church Lane. Tel: 061-449 9933.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Oldham. Boots, 1 Town Square Shopping Centre. Tel: 061-624 2525
Stockport. National Micro Centres, 36 St Peters Gate. Tel: 061-429 8080

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St Helens. Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
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St. Helens. Boots, 8 Church Street, 24 La Grange Arcade. Tel: 0744 25488.

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Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Adams, 125-129 King Street. Tel: 0603 22129.
Thetford. Thetford CB & Micros, 21 Guildhall Street. Tel: 0842 61645.

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Abingdon. Ivor Fields Computers, 21 Stert Street, Tel: 0235 21207.
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Oxford. Science Studio, 7 Little, Clarendon Street. Tel: 0865 54022.
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Dundee. Boots, 49-53 High Street, Tel: 0382 21756.
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Edinburgh. Microworld Computer Group. 12 Leven Street. Tel: 031 228 1111
Edinburgh. Edinburgh Computers, 51-57 Lothian Road. Tel: 031 229 4418.
Edinburgh. Silicon Centre, 7 Antigua Street. Tel: 031 557 4546.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041 332 1925.
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```
210 IFPEEK(197)=34THENX=X+1:B=B+1:POKEZ+
X,2:POKES+B,7:Y=1:POKED,15
215 GOTO310
220 POKEZ+X,2:POKED,8
222 POKES+B,7:POKED,8
225 POKEC+X,6
226 POKEM+B,6
240 FORP=1TO10:NEXTP
245 N=INT(RND(1)*22)+1
246 V=INT(RND(1)*2)+1
247 POKE38905-N,6-V
248 POKE8185-N,V-1
250 NEXTU
255 F=INT(RND(1)*3)+1
260 IFF=1THENH=1
265 IFF=2THENH=-1
270 IFF=3THENH=0
280 O=INT(RND(1)*7)+1
290 GOTO110
310 IFPEEK(Z+X+22)=0THEN350
315 IFPEEK(S+B+22)=0THEN350
320 IFPEEK(Z+X+22)=5THEN340
321 IFPEEK(Z+X+22)=9THEN340
325 IFPEEK(S+B+22)=5THEN340
326 IFPEEK(S+B+22)=9THEN340
330 IFPEEK(Z+X+22)=1THEN360
332 IFPEEK(S+B+22)=1THEN360
335 IFY=1THENY=0:GOTO225
336 GOTO220
340 PRINT"[CLEAR]":GOSUB400:PRINT"[CLEAR
](X$ QR# #QN !RMN.":GOTO370
350 PRINT"[CLEAR]":GOSUB400:PRINT"[CLEAR
](X$ QR# J UJVYX!#.":GOTO370
360 PRINT"[CLEAR]":GOSUB400:PRINT"[CLEAR
](X$ QR# J YRUUJ[+KX'."
365 POKEG,25
370 IFSC>HITHENHI=SC:GOTO450
371 POKEA,255:POKEG,25:PRINT"[BLACK][DOW
N][DOWN](X$ #[J%NUUNM ";SC:PRINT"[DOWN]V
N#[N!"
372 T=7:X=0:B=0:H=0
375 POKEW,0:FORP=254TO128STEP-1:POKEQ,P:
NEXT:POKEQ,0
376 PRINT"[DOWN][DOWN]QRPQN!# MR!#JWLN "
;HI
377 PRINT"[DOWN][DOWN]QRPQ+!LX[N[ = ";HI
$
378 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RI
GHT][RIGHT][RIGHT][RIGHT]QR# !YJLN."
380 GETA$:IFA$=""THEN380
385 IFA$=" "THENGOTO1000
386 GOTO380
400 POKED,0:POKEW,220
401 FORL=15TO0STEP-1
402 POKED,L
403 FORM=1TO300
404 NEXTM
405 NEXTL
406 POKED,0
407 RETURN
450 PRINT"[CLEAR]":POKEA,240:POKEG,8
455 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[WHITE][RIGHT][RIGHT][RIGHT]CONGRATULATI
ONS!"
460 PRINT:PRINT"[DOWN][DOWN]PLEASE ENTER
 YOUR NAME[DOWN]":INPUTHI$:IFLEN(HI$)>8T
HEN490
470 GOTO500
490 PRINT"[DOWN][DOWN]SORRY! NAME TO LON
G."
495 PRINT:PRINT"[DOWN]PLEASE RE-ENTER"
496 FORT=1TO3000:NEXTT
497 GOTO450
500 POKEG,8:POKEA,240
505 PRINT"[CLEAR]"
506 GOTO600
600 DEFFNA(E)=INT(RND(1)*7)+1
605 E1=7680:E2=7701:E3=38400:E5=1:GOSUB6
30
610 E1=7701:E2=8185:E3=38421:E5=22:GOSUB
630
615 E1=E2:E2=8164:E3=38884+21:E5=-1:GOSU
B630
620 E1=8164:E2=7680:E3=38884:E5=-22:GOSU
B630
625 GOTO640
630 FORLO=E1TOE2STEPE5:POKELO,160:POKEE3
+LO-E1,FNA(0):NEXTLO:RETURN
640 PRINT"[HOME][GREEN][DOWN][DOWN][DOWN
][DOWN][DOWN][RIGHT][RIGHT][RIGHT][RIGHT
]HIGHEST SCORE              [CYAN]"HI
645 PRINT"[GREEN][DOWN][DOWN][DOWN][RIGH
T][RIGHT][RIGHT][RIGHT][RIGHT]HIGH SCORE
R"
647 PRINT"[CYAN][DOWN][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT]"HI$
660 PRINT"[YELLOW][DOWN][DOWN][DOWN][RIG
HT][RIGHT][RIGHT][RIGHT]H I T  A  K E Y"
670 GETA$:IFA$=""THEN670
680 GOTO1000
700 POKED,15
701 FORE=128TO255STEP1
702 POKEQ,E
703 NEXTE
710 PRINT"[HOME][BLUE][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN]           KXW$!
  "
720 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN]
[DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOW
N][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][D
OWN][DOWN][DOWN][DOWN][DOWN]         "1500
"        "
730 SC=SC+1500
750 FORE=1TO3000:NEXTE
760 GOTO180
1000 POKEG,8:POKEA,255:POKED,0:POKEQ,0:P
OKEW,0
1020 PRINT"[CLEAR][WHITE][DOWN][DOWN][DO
WN][DOWN][RIGHT][RIGHT][RIGHT][RIGHT]URT
N JWX#QN[ PX             [DOWN]( * W"
1030 GETA$:IFA$="Y"THENPOKED,0:POKEQ,0:P
OKEW,0:GOTO30
1040 IFA$="N"THEN1100
1050 GOTO1030
1100 PRINT"[CLEAR][WHITE]"
1110 PRINT"[DOWN][DOWN][RIGHT][RIGHT][RI
GHT][RIGHT]#QJWT! OX[ YUJ(RWP          [DOW
N]PXXM+K(N/"
1115 FORL=1TO10
1120 PRINT"[HOME][DOWN,,DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT];"
1130 FORP=1TO200:NEXTP
1140 PRINT"[HOME][DOWN][DOWN][DOWN][DOWN
][DOWN][DOWN][DOWN][RIGHT][RIGHT][RIGHT]
[RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGH
T][RIGHT][RIGHT]:"
1150 FORP=1TO200:NEXTP
1160 NEXTL
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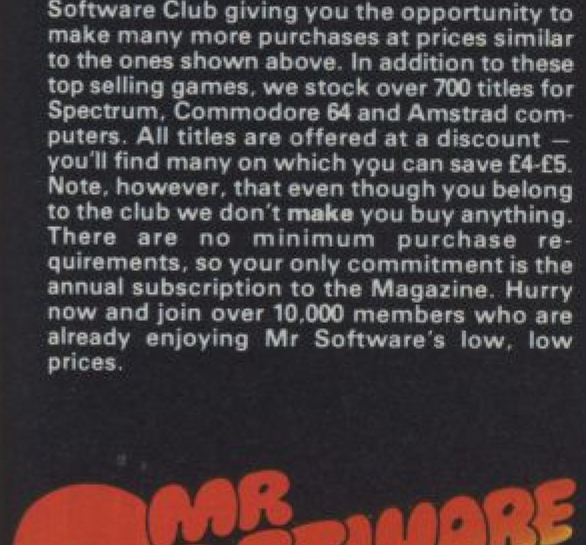
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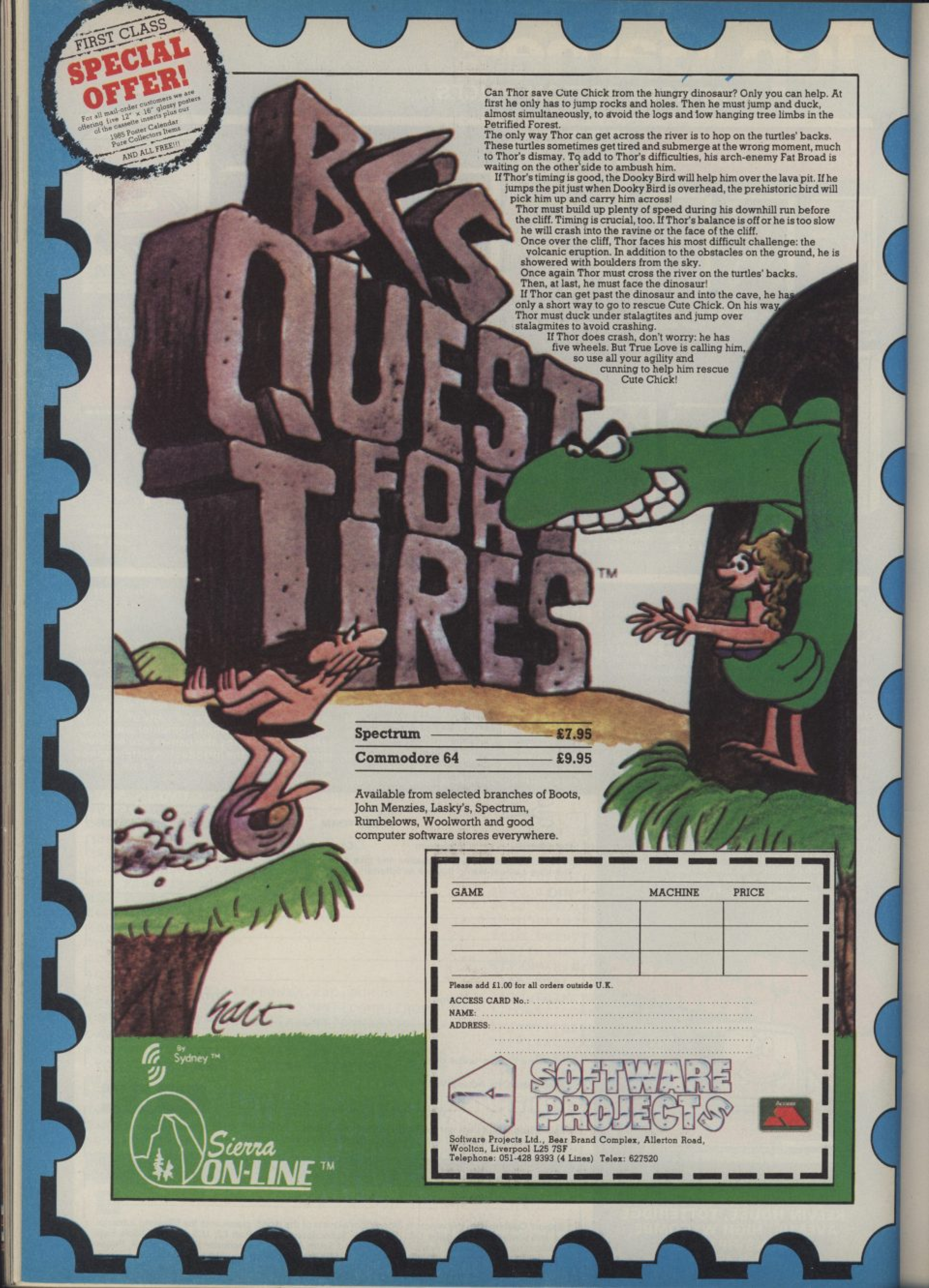
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If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!
Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff.
Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.
Once again Thor must cross the river on the turtles' backs.
Then, at last, he must face the dinosaur!
If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.
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COMPETITION





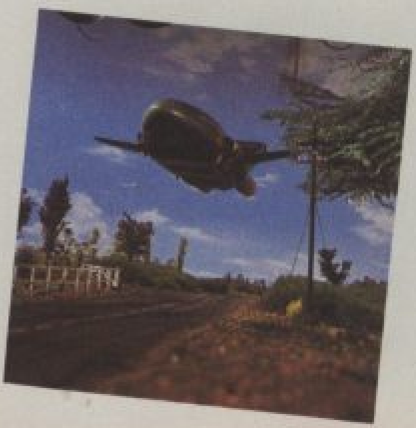


Thunderbirds are Go! Yes, the puppet heroes of International Rescue are back in action — this time in a new computer game from Firebird Software.

Thunderbirds was a highly popular television series which started in the mid-1960s. Repeats are still shown from time to time.

Each week viewers thrilled to the exploits of the five Tracey brothers and their friends Lady Penelope, Parker and Brains, who ran a private rescue service, saving the world again and again from doom and disaster. When all seemed lost, International Rescue, in their five wonderful Thunderbird craft, would be called in. No job was too difficult for them.

Thunderbirds was created by the imaginative Gerry Anderson, who was responsible for many other smash hit puppet shows such as Supercar, Fireball XL5, Stingray, Joe 90, Captain Scarlett and more recently Terrahawks.





Now Thunderbirds One and Two are back in action in Firebird's new game. Their mission: to rescue a team of egyptologists trapped deep inside a tomb. The game combines maze complexity and strategy as the two Thunderbirds move deeper into the tomb.

Now is your chance to join in the rescue action in a great competition from Computer + Video Games and Firebird.

We've got 25 of the new games as prizes for you to win. All you have to do is answer the three questions below and fill in the tiebreaker to be in with a chance to win.

C+VG/FIREBIRD THUNDERBIRDS COMPETITION QUESTIONS

1) What colour is Lady Penelope's Rolls Royce? ______
2) Name three of the five Tracey brothers and which Thunderbird craft they are associated with?

______

______

______

3) Where is Thunderbird One's launch pad hidden?

Tie breaker: In no more than 20 words, say which one of the Thunderbird characters you would like to be, and why?

______

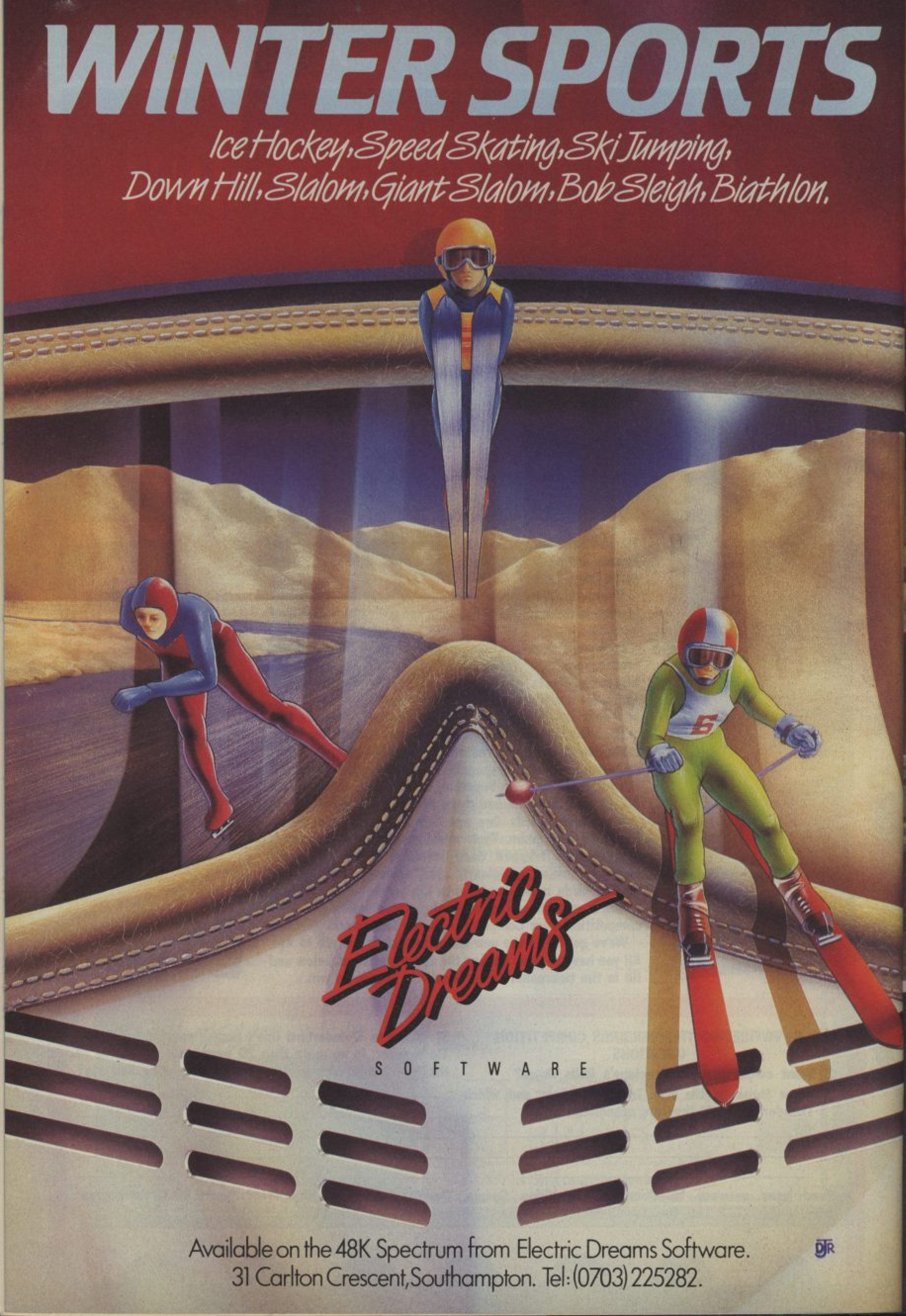
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Send your answers to Computer + Video Games, Thunderbirds Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and the editor's decision is final.


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★ARCA

Clare Edgeley, Ideas Corp's Arcade spy, has been scouring the country's arcades for the hottest games around. And it looks like she has come up with the goods in a big report on what's going to be this year's big arcade smash — *Gauntlet*.



● GAUNTLET

A band of four unusual characters fight for their lifes as row upon row of sorcerors, demons and ghosts descend upon them. Split by the fight, they try to rally. "Over here," yells Questor the Elf, "I need help".

Although he's swift on his feet, he's no match for the hoards. Help arrives in the shape of Thor the Warrior. Within seconds, the evil disperses as the numbers of dead grow. Finally they make their way through a gap and race forwards to help Merlin the Wizard, whose magical powers are not much help in this instance, to be joined there by Thyra the Valkyrie. His strong armour has protected him against many of the flying missiles.

The search for the exit begins next. Questor has already found a key — it is hoped that two keys are not needed to open the gate as the weary quartet cannot find another. They round a corner, almost tripping over a magical potion. Quick as a flash, Thyra stoops to pick it up — it might contain any one of a number of potions, all will be helpful.

They race round another bend — more nasties and amongst them is The Grimreaper himself. Clad in black, this evil imp-like figure leaps towards them. It will be a long fight and many blows will be needed to stun him. Perhaps a magic potion will do the trick?

"The wizard is dying," intones a clear, loud voice. As it finishes speaking it can be seen that Merlin is fading fast. He is in urgent need of food to restore his health or for more money to be put into the machine. Merlin's health has suffered in the last fight. But he's saved with another 1000 health units and revives, fighting for more action.

An exit is found. The four disappear down the hole and find themselves on a new level. The corridors are more complex and there seem to be many more Grunts and Lobbers around. This time they have learnt their lesson. Stay together and fight as one.

There are treasure chests en route which fill the coffers of the one who runs over them. There isn't time for greed in mid-battle, but, if it's possible they pick them up for extra points. Once again, the deep voice is heard. "The Warrior is dying." Within moments he has disappeared leaving the remaining three to continue the search for the Monster who dwells deep within the labyrinth.

Atari's *Gauntlet* is fabulous. It is a four player game with simultaneous play — the first of its kind. The beauty of the game is that players can leave or join at any stage without affecting the play of the remaining characters. "The problem is that you can't get anywhere unless you've got three people playing with you," says James Easton from Canada, at present holidaying in London.

To complete the quest, all four characters are necessary. Each has its own strengths and weaknesses but, banded together, they make a formidable team.

Instructions are flashed on the screen, colour coded for each character, giving advice and warnings. They are usually accompanied by a voice, issuing from the depths of the machine. The clarity suggests that someone may well be hiding in there! The most important warning is given when your health declines, but there is plenty of time to stop, insert more money and continue playing.

Gauntlet has certainly proved its popularity in the States, and Atari hopes that it will do as well in the UK. "We are delighted to see four people playing," says Atari's David Smith. "The English are, in general, more reserved than the Americans, but we've demonstrated that that can be overcome."

There is so much to learn about the game. The properties of the magic potions, what strategies to employ to defeat the baddies, and the best way to kill the Grimreaper. The list is endless and only learnt with practice. However, absolute beginners can play well and have fun. It's very easy to get into.

Well done Atari!



● INDIANA JONES

Indiana Jones is back in whip cracking form. Following the huge success of the movie, it was only a matter of time before *Indiana Jones and the Temple of Doom* made its debut in the arcades.

Help Indy to rescue five children locked in cages, by wielding his snake-like whip to open the doors, floor Thuggee guards and swing across chasms. The guards are semi-intelligent and, if you hang around in one spot for too long, they will home in on you. A quick crack of the whip should bring them to their knees, although they recover quickly.

The children are locked in individual cages, each on a different level, connected only by rickety ladders and narrow rocky paths. Watch your step or Indy will plummet to his death. A good tip when beating off the Thuggees is to hit them more than once. If you are on the walkways and manage to do that, they will fall a couple of levels, giving you more breathing space to reach the railroad cars.

This section is taken directly



DE ACTION



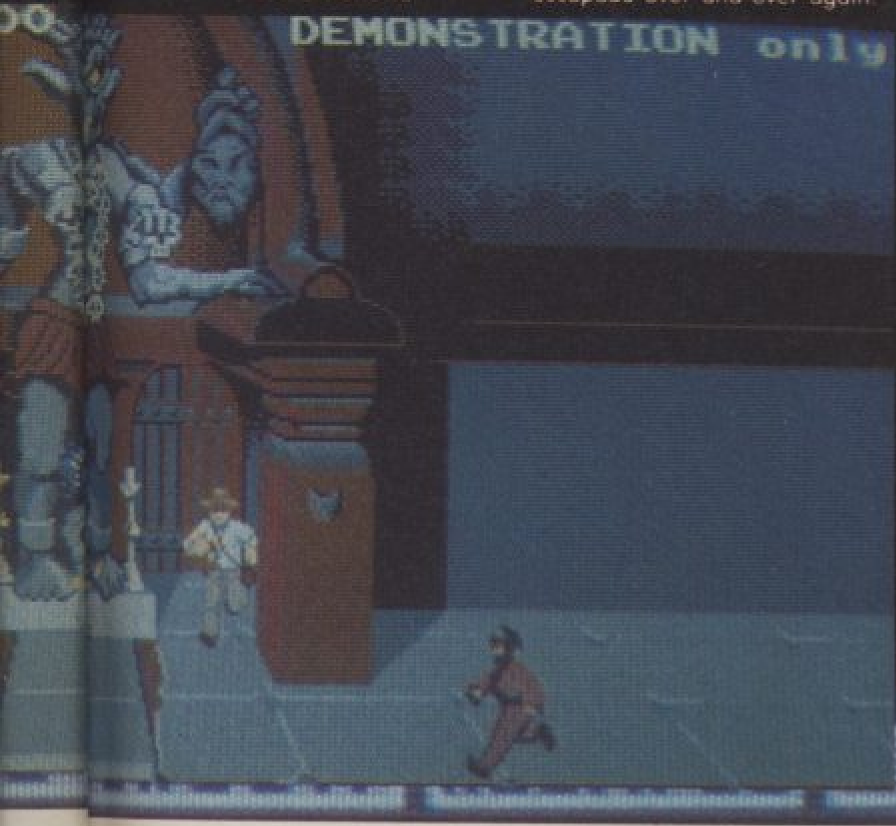
from the film — a mad roller-coster ride through the mines in a battered mine car. The winding track divides at various junctions only to be connected further on, making the chase hairy in the extreme.

At the bottom, Indy leaps out saying, "We walk from here." Atari has once again done wonders with the voice synthesiser. The words are clear, unlike the unintelligible blurb which is more usually the case.

Now the difficult part where timing is essential. Reach the statue of Kali and collect the score stone to activate an exit door to the right of the screen. The statue can only be reached by crossing a river of burning oil. It is up to you to work out how.

Through the exit and back to the start with more children to rescue, meaner Thuggees and so on. The game is addictive, but nothing compared to *Gauntlet*, Atari's other new release.

Indiana Jones is also a limited game as once you have worked your way through the three difficulty levels there is not much more to do, other than repeat the whole escapade over and over again.





• HANG-ON

Lights on green — the noise is deafening as seven bikers line up for the race of their lives. The flag drops and they're away. Twisting the throttle for maximum speed they approach the first chicane, leaning over until their knees are almost scraping the ground to take the best line for the corner, straightening to pick up speed again.

Next chicane and all seven are strung out in a line. One amateur tries to overtake on the corner, misjudges and skids out of control. Straight off the track, smack into a boulder. The bike cartwheels and explodes — luckily he's thrown clear. But tries to stand up, wobbles and collapses. End of the race for that one.

Twenty seconds left as you cross the line marking the end of the first leg. Extended time means that you can continue for another minute or so in this gruelling road test. Arms ache with the strain of holding the bike steady when cornering. The race continues through the night, and into the next. The strain is incredible — let up your concentration for an instant and you will veer straight into a lamp post.

Does that sound like an arcade game? You'd better believe it does. Sega's *Hang-on* is the most realistic racing game to hit the arcades for a long while. It's fantastic — a thrilling ride on a gleaming red bike that you have to sit on in order to play. The motor bike is life size and set on a large platform. The screen is tucked away inside the fairing and the throttle and brake are where they would be on a real machine. 50 pence may seem expensive, but with practice you will be able to stretch it for miles.

The most unique feature is the act of cornering. You have to physically lean the bike over and watch as your bike on



screen follows suit. Forget to lean and you will career straight off the track. Taking a tight corner requires a bit of muscle power as you have to lean over quite far and hold the bike down until the corner is cleared.

Hang-on combines the superb graphics of a *Pole Position* style race with the physical act of riding a bike. It's great, made for speed nuts and, best of all, you don't even need a driving licence!





Voted "Strategy Game of the Year" in 1984, MUGSY is now back with a vengeance.

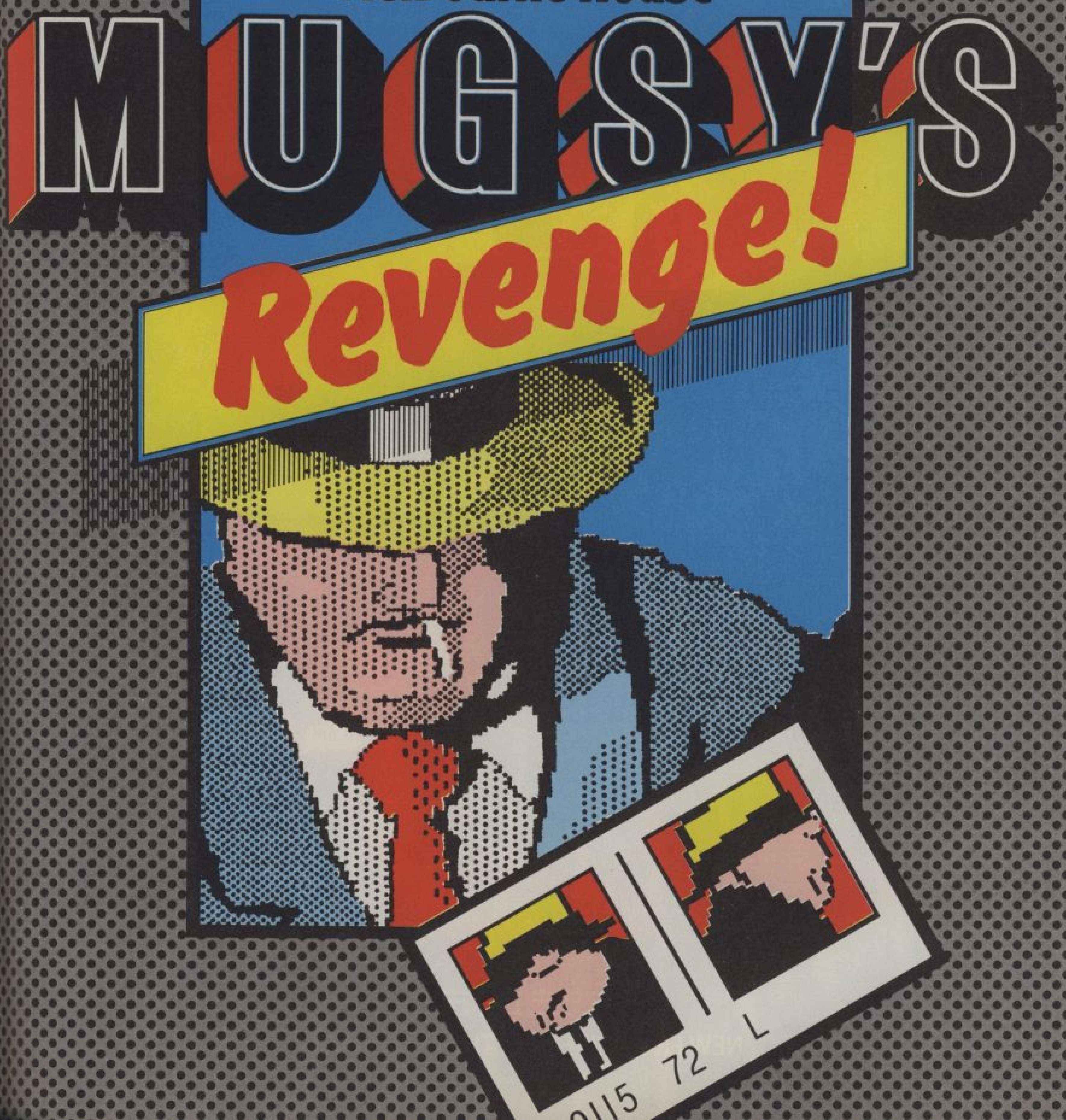
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Screen shots from Commodore 64 version.

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DEAR BUG HUNTERS

I'd been almost four weeks in a hospital bed, but it was worth it for the information. I'd also had plenty of time to plan my next attack on the **Bug Hunter** Recreation Room. It was an idle comment by **Otiss** that gave me the vital clue.

The drinks machine was borrowed from the *Tropical Paradise Club* down the road. A nice big machine with plenty of room inside for both myself and my bandages. Bribing a small droid to wheel the machine into the room — (You needn't try to put that on expenses! — Ed.), I got my second look at those daredevil Bug Hunters.

They were all gathered around a table near the far side of the room where **B-Con** was trying to teach them how to play cards.

"But your cards only have one spot on them, and mine have seven," **Big Red** was complaining. "You said that the more spots a card had the better it was, and if it had a picture on it, then it was better still."

"Well, yes, normally. However, if you'd been listening properly, you'd have heard me say that the Aces are special, and have the highest value of all," replied B-Con, controlling his obvious exasperation.

"I was listening," said Big Red. "I've been told that my hearing is very good. Only you didn't tell me that the Aces only have one spot."

"Oh, good hearing, eh?" queried Otiss. "I seem to remember you having very bad hearing when those *C+VG* readers were phoning up about the **Manic Pacman** program for that Commodore 64 of yours. It's not really surprising either, given the amount of garbage at the end of that listing in the October issue."

"My hearing is perfectly okay," insisted Big Red. "Unfortunately, I seem to have misplaced the **Manic Pacman** cassette. I've a nasty feeling I used the tape to record Big Bertha's Bathtime Ballads. I typed the whole **Manic Pacman** listing in myself recently, and it doesn't seem to make any difference if you just stop after typing line 61106.

"I think some people may be having trouble with the longer lines, such as 38 and 280, which are shown in the listing as being more than 80 characters long. So, you've got to miss out the space after the line number, and type in abbreviated commands, such as 'P' and SHIFT+'O' for POKE.

"Anyway, if everything has been typed in according to the listing, then the program should work."

"Have you two quite finished?" enquired B-Con, dealing another hand. "Good, then maybe we can stop changing the subject and get on with the game. I do believe I'm winning."

"By the way," murmured **X**. All heads swivelled towards X. They always did when X spoke, simply because he didn't say much, so when he did speak it was usually fairly important. "I don't want you to think I'm trying to change the subject. Only I wondered whether anybody would be interested in the new drinks machine which that droid over there has just delivered."

"I knew it," gloated Otiss. "Power. That's what it is. I told you they'd break eventually. All we had to do was hold out for long enough and they had to give in. You see they need us. We're not

continued on page 94 ▶

just your common everyday service robots. I'm . . . I mean WE'RE better than the rest. Next time maybe you'll listen to me, instead of. . ."

"Have you taken a look at this machine," interrupted B-Con. "It's quite unusual. Look at these drinks . . . Tequila Sunrise . . . Hawiian Punch. . ."

"Not exactly a tasteful collection," said Otiss. "However, it's a lot better than before. Of course, if we continue to ignore them, they'll probably buy us yet another machine, or possibly something much better altogether."

"I don't care what it tastes like," boomed Big Red. "I'm thirsty. I could drink an ocean, but I'd probably start rusting. Here, let me have one."

"Hold it, lead head," shouted Otiss. "I got the machine, so I'm going to be the first to use it. Out of my way B-Con. Now then, I think I'll try this unusual concoction, down at the bottom here."

I felt something hit the back of my neck.

"Funny. Nothing happening. Give it a kick Red," said Otiss.

"DON'T do that!" B-Con warned. "Remember how the last machine got broken?"

Don't try and tell me what I can and cannot do," warned Otiss. "You're not even fit to print a Spectrum listing correctly."

"There's nothing wrong with my Spectrum listings," B-Con objected.

"Oh no? Well, why weren't the graphics converted in the listing of **Moon Buggy** in the October issue, so that people could understand what to type?"

"They were just the normal Spectrum user-defined graphics," insisted B-Con. "All anybody has to do to find out what to type is to run the program with just lines 112 to 117 inclu sive. Then, if they print out the graphics characters 'A' to 'P', they'll be able to see which is which."

DEAR BUG HUNTERS

"Well, I still think it would have looked better if you'd converted the graphics like you're supposed to," Otiss informed him. "Now then Big Red. Why haven't you kicked the machine yet?"

"I'm not going to do anything until you apologise for calling me a lead head," Red said sulkily.

"Don't be stupid," said Otiss. "I was only telling the truth. You're made of a metal compound, just like the rest of us. Therefore your head must have metal in it. So why shouldn't I call you lead head?"

Suddenly Otiss, who had been rolling away from the machine, came charging towards me. There was a loud crash, the plastic cup dislodged itself and was immediately filled by five cup-fulls of steaming liquid.

"Before you do anything, I'd like to know if Big Red's excellent hearing heard anything just now," said B-Con.

"What? You mean a sort of 'Arrrghhh' type sound?" Big Red enquired.

"Well. I'd have described it more as an 'Uggghh' sound, but you're close," confirmed B-Con.

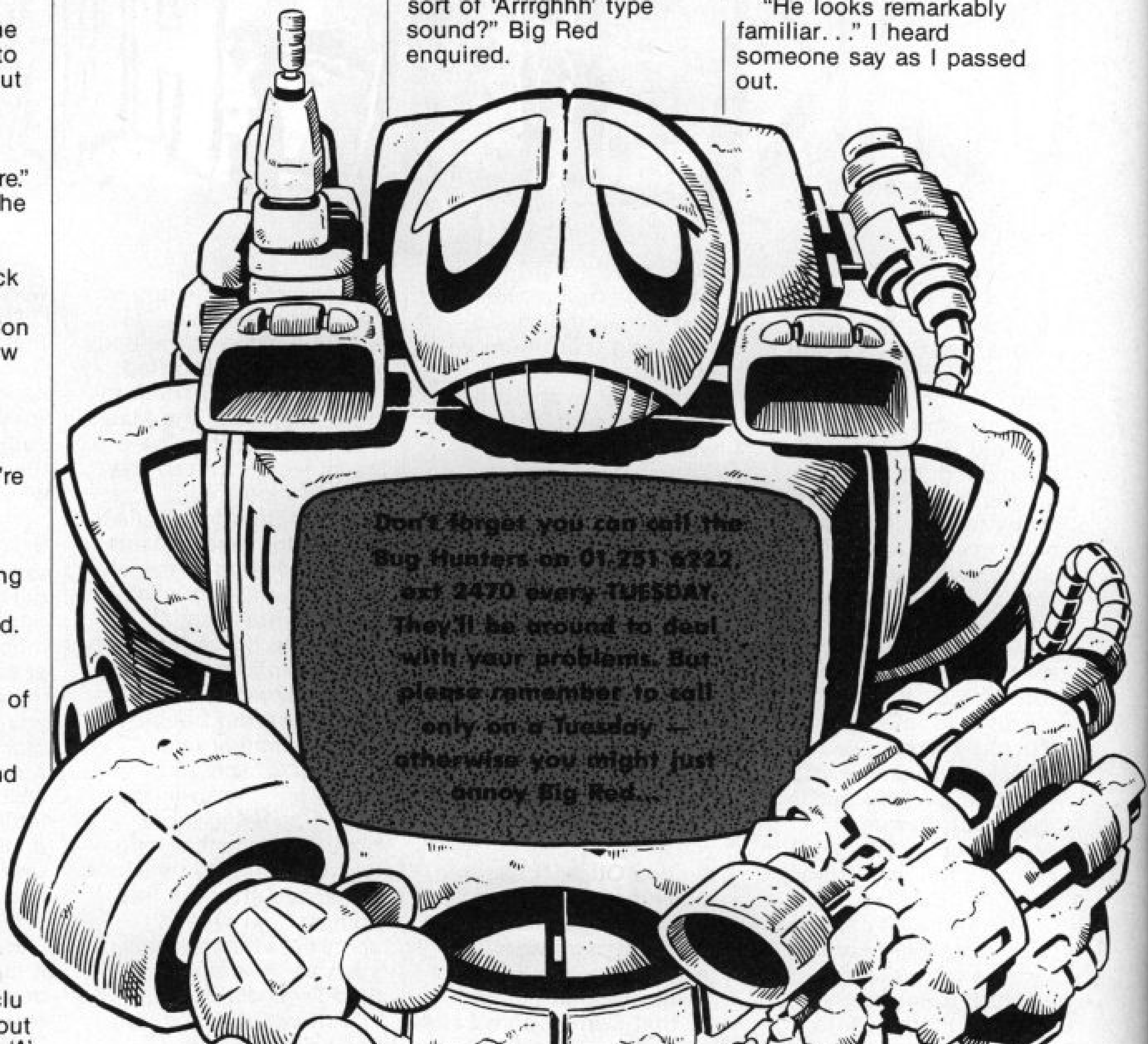
"No. I didn't hear anything," said Red. "Now, I think I'll have the Tequila Sunrise, second from the top. Here goes. . .'"

"Say, Otiss. What does yours taste like?" Red asked, a slightly puzzled expression on his face. "I would have sworn mine was tea. White with medium sugar."

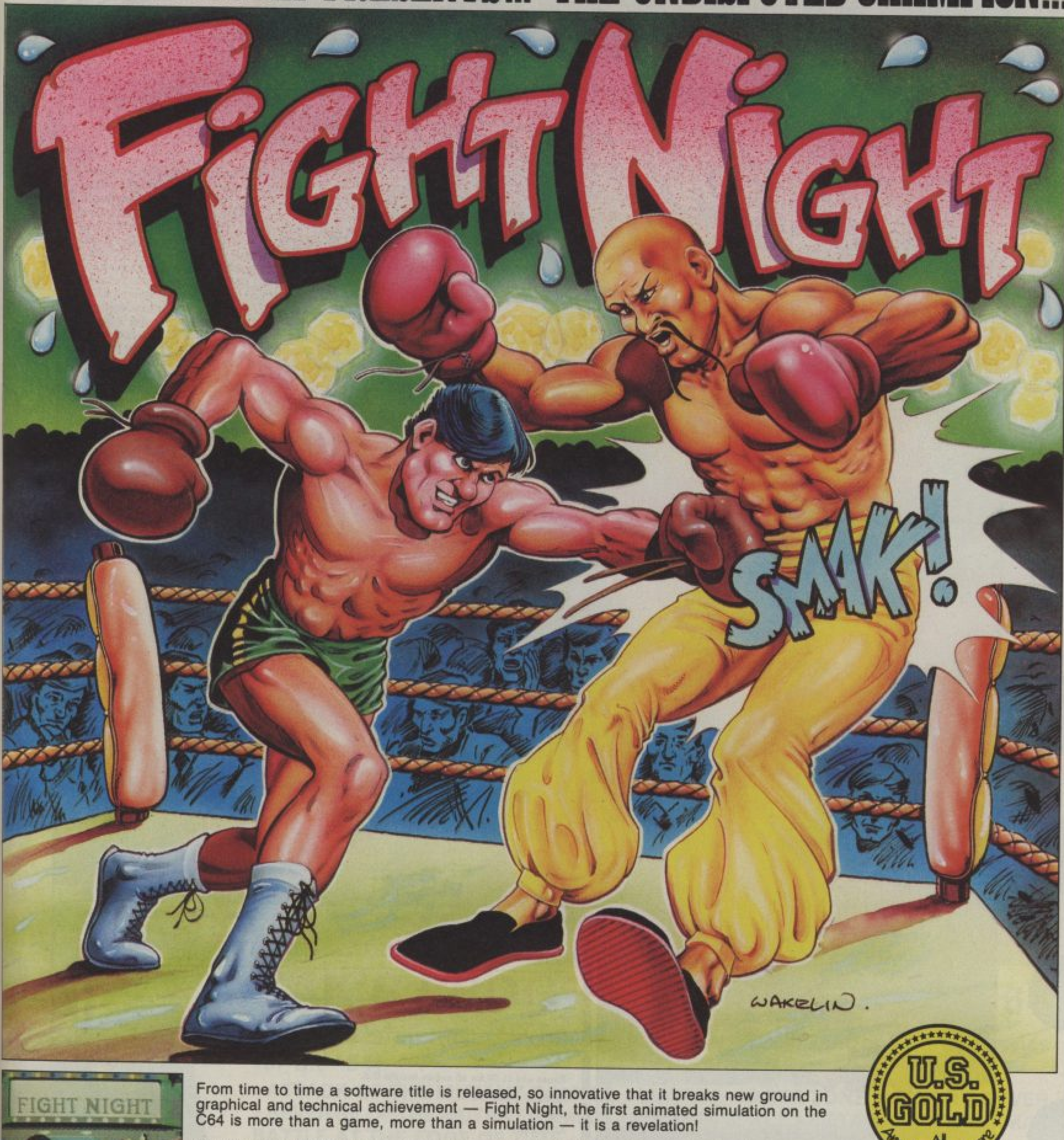
"I knew it," shouted Red, and gave the machine a hefty kick. The machine didn't seem to pleased about this and decided to fall apart.

I knew the four faces staring down at me were less than pleased with me.

"He looks remarkably familiar. . ." I heard someone say as I passed out.



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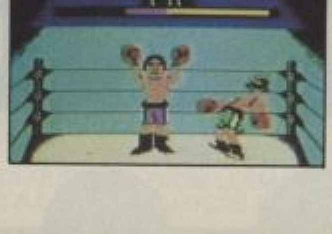
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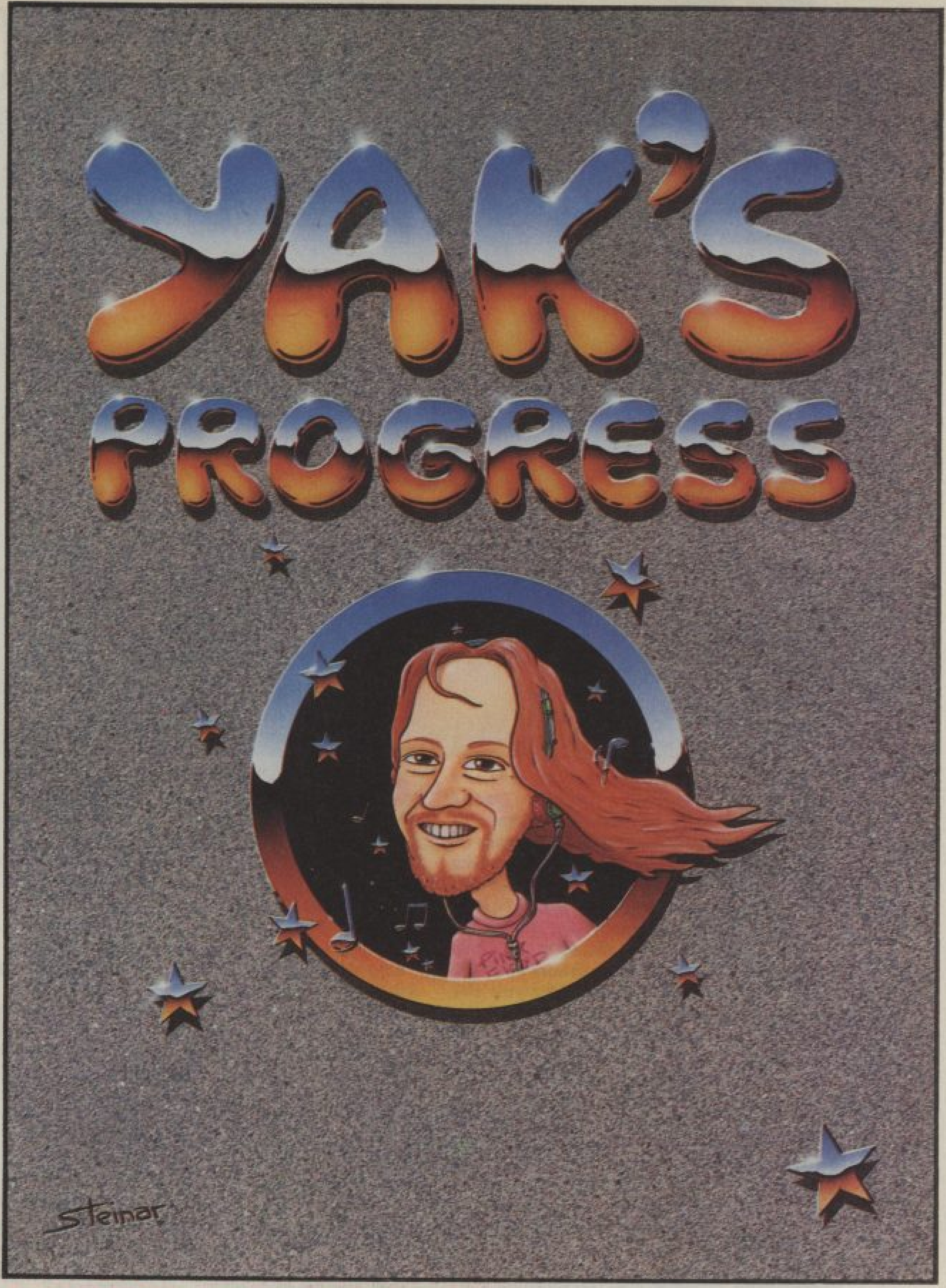
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GOONIES COMPETITION



Want to go and see a really neat movie? Want to win a copy of the game of the film? Want your own piece of pirate treasure? Of course you do! Stupid questions, right?

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It's a highly playable game — and should soon be available from U.S. Gold for the C64, Atari, Spectrum and Amstrad.

Once you've got all the answers, fill in the coupon and mail it to Computer + Video Games, Goonies Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal C+VG competition rules apply.

The first FIVE winners will get free tickets to go and see GOONIES at a cinema near your home, plus a copy of the GOONIES game, plus a gold dubloon — not real I'm afraid — plus an exclusive Big Red t-shirt. Not bad, huh?

The next 20 runners-up will get a copy of the game and a dubloon. Now this is a competition you can't refuse. Just check out the questions and rush your entry off today!

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2. Close Encounters of the . . . . Kind. What number fills the gap?
3. Spielberg made a film about a little alien called E.T. who was stranded on Earth. What do the initials stand for?
4. Which nasty creatures terrorised a small American town. Was it A) Goblins B) Gnomes, C) Gremlins, D) Gnocci's?
5. Which famous American female rock star sings the theme tune to the Goonies film?

C+VG/*DATASOFT GOONIES COMPETITION*
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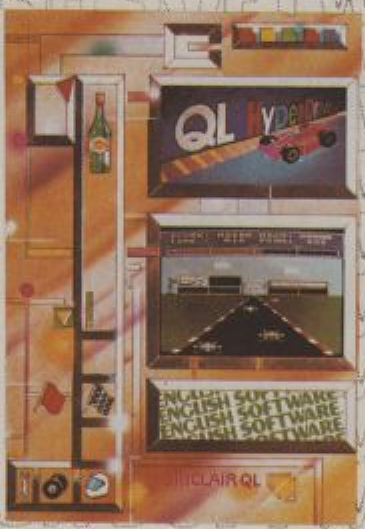
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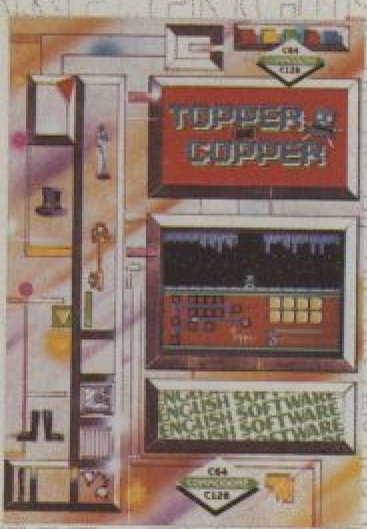
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DAMNED COMPUTERS



It may surprise you to learn that many of our most famous pop stars are interested in computers and computer games.

So, at last, computer games are becoming hip — with a little help from the stars of the music business, of course.

WENDY PEARSON discovers what the average computer owning rock musician does after a hard day at the studio. Haven't you ever wondered what Nik Kershaw plays with in his bedroom at night . . .?

Who would think that someone with a name like Rat Scabies would have fun playing with a Dragon 32? Fans of pop group **The Damned** may be surprised to hear that Rat's favourite pastime is playing the best selling *Chuckie Egg* on his micro — that is, when he isn't collating details of the band's activites and details of their latest releases.

Rat 29, whose real name is Chris Miller, also loves arcade games.

"I'm a great arcade game freak and I especially like the boxing ones. My favourite one, though, is *Popeye*, which I started playing on our trips to America two years before it was released here."

Other favourites include *Kung Fu* and space games. "You know, the ones where you get a load of speakers up your bum!" No wonder one of the band's recent singles was called *Grimly Fiendish!*

The space age fixation shows up, too, in the working title of the band's current album, *Flyovers from Mars*.

Mr Scabies has a serious use for his micro too. "I use it for listing all our records and information on singles including the highest chart positions, where they were recorded, the producer's name, how many we've sold, when we released them and so on.

"I update it whenever necessary so that at any given time we can produce details of things we've done and run it off for whoever wants it, on a computer printout. The great thing about it is that it's so good at information storage — just like a filing cabinet.

Rat used the Dragon a lot in the days when he used to run a band. At that time, they had their own merchandising company making things like t-shirts and in true form, he used a stock control program to help things along.

He also reckons computers, in a way, help beat the system. Someone can always crack the uncrackable.

Computers are having their effect in the recording studio, too. At the band's studios, all the sound recording and mixing details are transferred onto disk.

Things like frequency, noise levels and other technical details are backed up to disk, which means that 48 independent mixes can be stored on one disk using the SSL (Solid State Logic) system.

But when it comes to programming, Rat isn't interested. "Why bother? Programming is so slow, it's not really worthwhile."

However, he did give Basic a crack, enrolling at West Kensington College for a six week course. "It was really good value, only £8," he says. "But being in a band and all that, I missed the third lecture and totally lost track of everything when I went back."

Playing with micros must run in the family. Even Rat's dad, whose love of music encompasses Wagner rather than rock, keeps his record collection up to date using an Atari. "He's an accountant but he's into Wagner in a big way."

Another home micro fan is Dolphin Taylor, from **Spear of Destiny.** However there is one problem on the horizon. "My Amstrad CPC464 wakes up my girlfriend with its bleeping," said Dolphin, who likes to play with his Amstrad in the middle of the night.

"We've had a few rows about it, which is ironic, as it was her idea to get it in the first place."

"In computer buff terms I'm a comparative novice, but I got into it originally because of the computerisation of recording studios, which I find very interesting," he said.

Will he upgrade to the disk version? "It depends.



It's a dog's life being as famous as Heaven 17.

I have plenty of software for the tape version and the loading time doesn't bother me, even if it is slow. But I do have a 10-year-old friend who's disgusted at the speed of it and thinks it should load a lot faster.

An artistic soul, Dolphin likes drawing on the Amstrad, plotting sets of numbers then seeing what comes out. "I find that quite relaxing," he said. "I'm not exactly much of a maths person."

He's also busy "wading" his way through Basic. "I do charts and things but I haven't written any original programs," he says. "I like playing games on it, particularly the *Wild Bunch*, a western-type shoot-out game where you play poker with the town bandit. Other ones I like are sporty ones like football managers and Tennis. I'm not really the type who likes blasting aliens."

At Virgin, **Heaven 17** came across as the technocrats, with band members Martyn Ware and Ian Craig-Marsh both owning BBC Bs.

Manager Keith Bourton filled us in on the details. "Martyn uses his BBC for loads of interesting things including accounting. He's linked into Prestel, and has a banking system which lets him smuggle money north of the border. It lets him do amazing things with his money at the Bank of Scotland without even touching it!"

"Martyn is a former computer programmer and he even booked his holiday in Venice using the BBC. He's a regular consumer of computer magazines and software, and knows too much about it for his own good. He's also got a Spectrum, and he's a real buff. He bought me a Spectrum for my birthday so now he's trying to educate me on it."

"Two of them in the band are really into it all, and their manager is desperately trying to keep up with them," he laughs.

"Ian Craig-Marsh is another ex-programmer. When we did our last LP, *How Men Are*, (which features a 40-piece orchestra) he did a bar chart with all the costs involved in making the album including the cost of the producer, engineer, studio and everything, so we can see where we've spent all our money.

Much to Keith's relief, vocalist Glen Gregory is "completely computer illiterate." On asking for a word with Martyn, we were told he couldn't oblige as he is "all quoted out and is afraid he will be perceived as a musician who always talks about computers."

But this IS a computer magazine...Oh well, on to someone who isn't quite so shy.

The **Rolling Stones'** Bill Wyman is well known for cataloguing everything on his micro and will soon be writing a history of the *Rolling Stones* on it, according to spokeswomen Kelly Pike. At the time of going to press, however, Wyman was on the beach in the South of France and, despite repeated efforts by his record company, he couldn't be hauled off it to come to the phone.

Bob Last, who manages **Human League, Scriti Politi** and **ABC** through his firm Tunenoise, is also a great micro fan and at the last count he had an Epson PX8 portable, a BBC B with various add-ons, a Spectrum Plus and two Apricots, which all help him to keep the bands' affairs under control.

"I use the Spectrum solely for games at this stage although we have a small demo studio and we're working on music software using the Spectrum, doing digital sampling. Most music software is certainly useful," he says.

"**Knight Lore** is my favourite game, although after two weeks of playing it, you get a bit fed up with it. I use the BBC for games but only ones on disk, as tape based games are a pain."

"I also do home banking through Prestel and electronic mail using Telecom Gold as there are no games for the Epson.

"Lots of people who buy records also by computer games — they're the same sort of people and the attraction of micros for me was the fact that our business is concerned with entertainment of all kinds."



Continued on page 106

Continued from page 103



Singer Kim Wilde

Bob says his various clients use micros for recording, with *Human League* having done one of the first electronic albums. The band's lead singer, Philip Oakey, is also a committed micro freak who owns a MAC, Atari, Spectrum, QL and Tandy.

"Acornsoft games are fairly reliable," says Bob. "**Aviator** is a good flight simulator but I don't like **Elite** as it's too much effort. I prefer the text adventures. My other favourite games are **Jet Set Willy** — if I'm in a bad mood, and **Fighter Pilot**, the Spectrum flight simulation program."

Elite, however, wins hands down as Chris Cross's favourite game. A member of Ultravox, he owns a BBC and although he likes playing games he mainly uses his BEEB to compose and record music using the UMI system.

Chris Sievy of **Chris Sievy and the Freshies** wrote a game for Virgin called **The Bizz** for the Spectrum 48K. "It contains eight songs by us including "**I'm in Love with the Girl on the Manchester Virgin Mega-store Check-out Desk,** — one of our many flops," says Chris modestly.

"**The Biz**" also features an interview with Chris and one of his greatest fans. Frank Sidebottom, who now has a record deal of his own. The inteview guides Frank on how to get into the music business, and the interview itself takes the form of a game. "It took me 18 months to write and the game encompasses everything you'll meet in the music industry," says Chris.

"The interview is a piece of software within an album, really. It also has a competition in it, and from that we chose some kids who will be recorded on our next album. So we might find the next George Michael — you never know!"

Chris's band also did a single for EMI called *Camophlage*, "the world's first game on a pop record," says Chris, who began featuring games on records in 1981. "On the B-side were three programs for the ZX81 which consisted of graphic displays which went with songs. Two of the games, one a 1K and the other a 16K version, were called *Flying Train*, and a Spectrum version of this game was put out on its own through Manchester base Random Records.

Chris, a seasoned home computer user, owns a ZX81 to see how much he can fit into 1K.

Although the band has never had any big hits, they have had 19 singles out on 11 or 12 different labels, nine cassette albums, plus six one hour videos.

"I like playing with a micro as it's like having an alien being from another planet. If you do something wrong, it tells you, and it's very educational. I have a son of six and a girl of five and they doodle for hours on them," says Chris.

Many other personalities in the music business have home micros including **Curt Smith** of **Tears for Fears, Stuart Adamson** of **Big Country, Marilyn, Steve Winwood, Brinsely For** of **Asward, Stuart Copeland** of the **Police, Steve Hillage** and **Dave Greenfield** of the **Stranglers.**

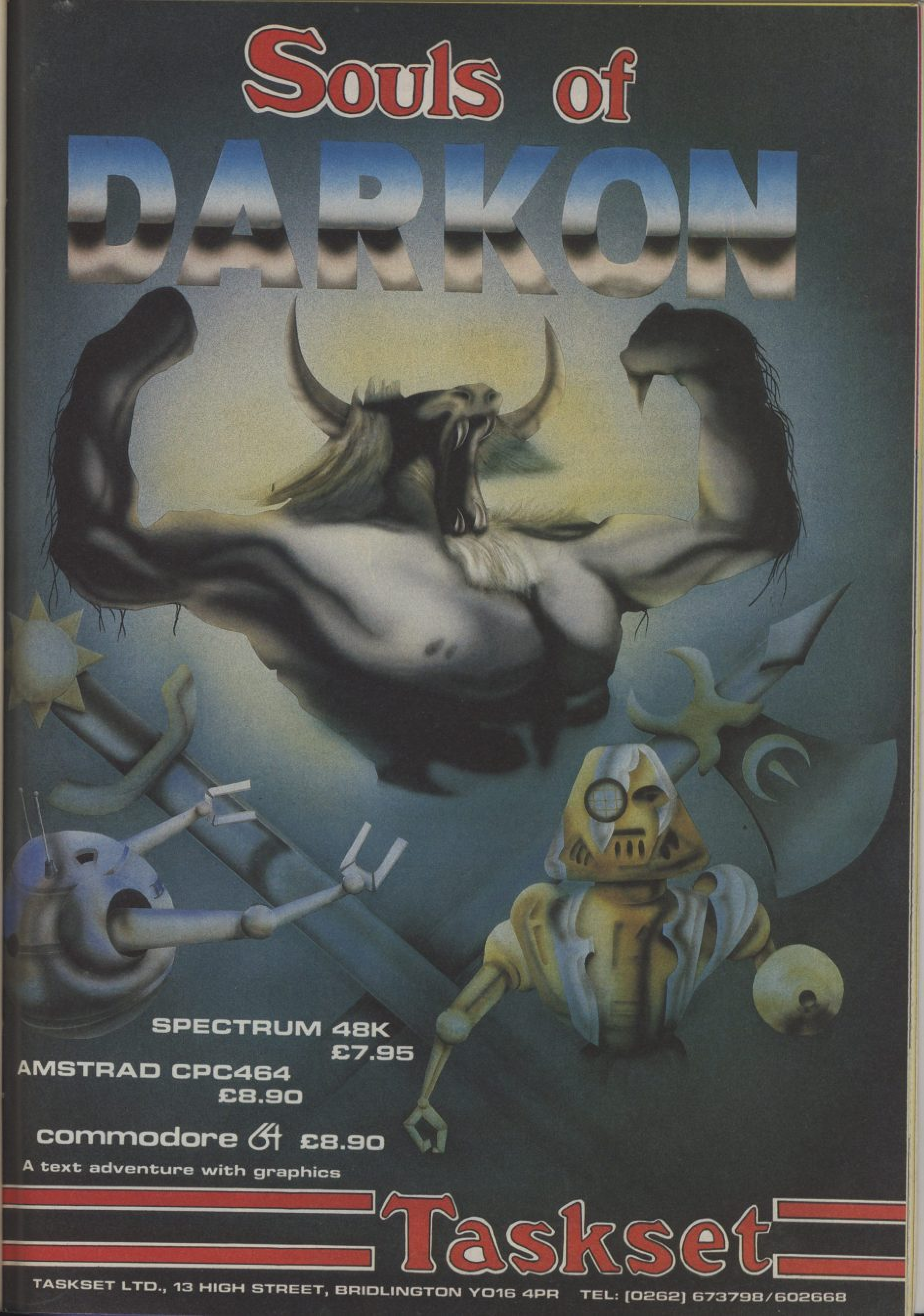
Jaki Graham, whose single **Round and Around** was a big success, has an Atari Video machine and is thinking of buying a Spectrum, and **Kim Wilde** is also into home machines.

We couldn't get hold of the ones who were on tour/in seclusion/on holiday but rest assured there are plenty out there! A spokes man for the band **Marillion** best summed up the situation saying: "Mark Kelly, **Marillion's** keyboard player, has one and he takes it everywhere with him, but nobody knows what it is and we can't find him to find out..."



Chris Sievy, of Chris Sievy and the Freshies.




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NOISE OF ART

The leaps and bounds in technology have radically changed the way music sounds. *Mainframe* members, Murray Munro and John Molloy, give you a guided tour of a modern musician's instruments.



We're **MAINFRAME**. Murray Munro and John Molloy. You will probably remember us from previous issues when we created a couple of "Quests" for *C+VG*, and from our previous album, **"Tenants of the Lattice Work"** on which the drums and percussion were made on our own Digital Sampler/Sequencer — the DS:3 — using an Apple computer.

Well, we've moved on a bit. We now have a recording contract with Polydor Records and our first single is out and about. It's called **Five Minutes** and uses the computer almost exclusively for all the music except lead lines and vocals. And we've found ourselves pitched into the world of commerce in a big way because we are the music specification writers for the company Greengate Production which makes the DS:3 system.

We've been asked to write this column on the subject of computers in music. And since we are very proud of our efforts in this direction we are — logically — going to start with our own scene viewed as part of the general picture of computers in music.

Micro-computers have found many uses in the field of music. The main areas are:
Sequencing; Sampling; Composing; Control of MIDI— equipped instruments (More on MIDI next month); Sound synthesis and control of sound mixing consoles in recording studios.

We have had experience of all of these and will deal with each of them in the coming months. Sampling and Sequencing are closest to our hearts, of course — so we will briefly describe our own DS:3 device in this introduction to the subject.

The DS:3 is a printed cirucit board add-on for the Apple II series of computers. We chose the Apple for two very good reasons. We all had Apple's, albeit old and battered, and the machine has very convenient slots for peripheral boards thus making life much easier for the designer of the hardware.

Together with powerful software, the system is a four voice sampling system with 15kHz bandwidth and sample time up to 1.3s using the Apple memory of 64k.

The ability to play four notes at once gives the system a great deal more power and versatility over the monophonic samplers.

So much so that the DS:3 is establishing itself as a professional instrument in many countries of the world. There were three on the Live Aid marathon TV programme.

The actual techniques of sampling sound will be the subject of next month's column, but anyone wishing to hear what can be done with the art of sampling could listen to our single **5 Minutes** or write to *C+VG* for a copy of **Into Trouble with the Noise of Art** — a 12", 45rpm single which is ALL made with the DS:3 on a four-track recorder in a home studio.

This made the Disco Charts in the UK and is an exciting demo of a personal computer sampler/sequencer in professional use.

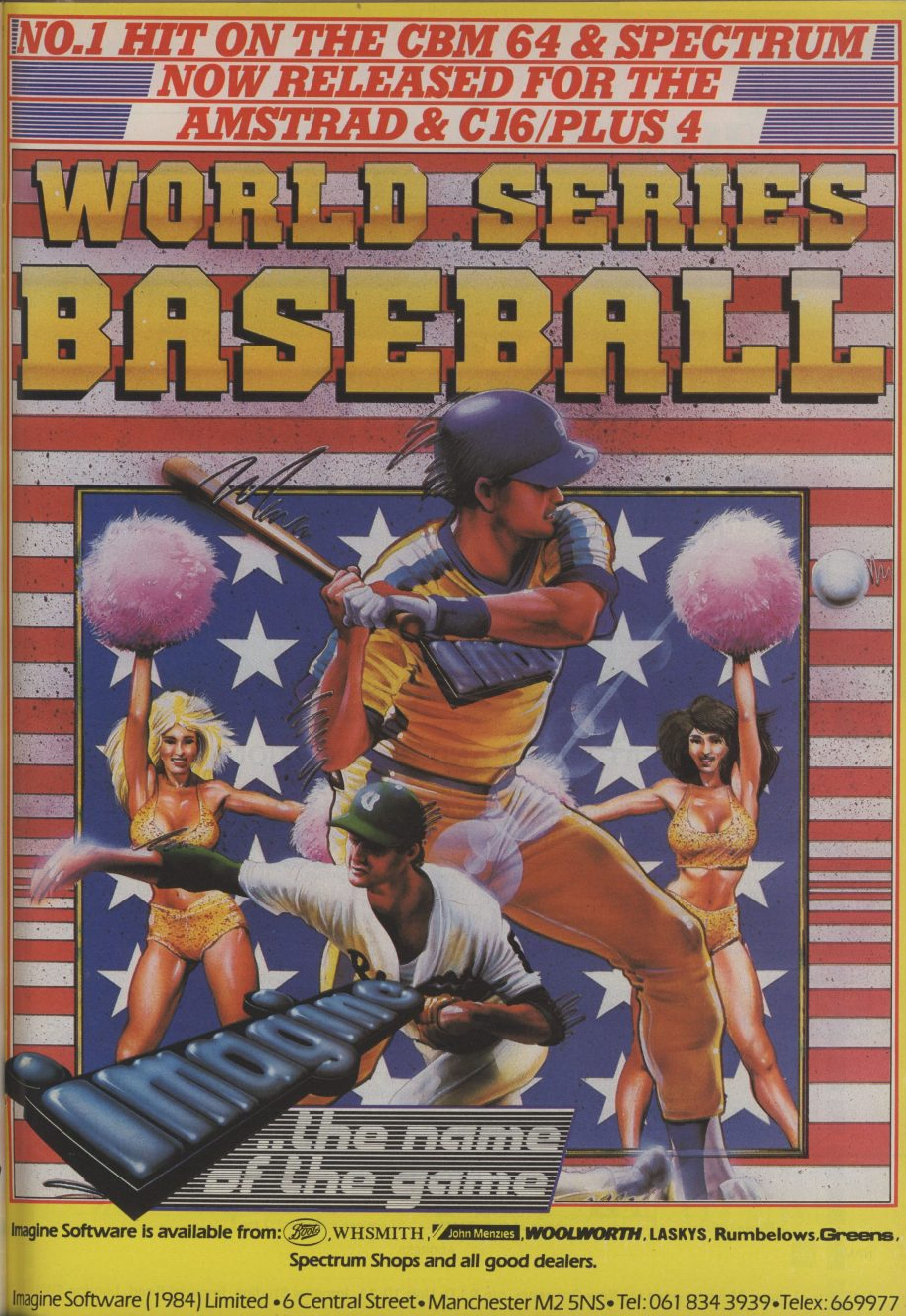
We know that many readers of *C+VG* are interested in making music with computers and we will be very happy to answer questions on the subject providing that you write to us at *C+VG*. Please don't 'phone — we are not normally at the *C+VG* office. Enclose a stamped, self-addressed envelope for your reply.

MAINFRAME

To get your copy of **Into Trouble with the Noise of Art** send postal orders for £2.50 to Computer + Video Games, Mainframe Offer, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Continued Next Month




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C+VG COMPETITION

BOFFIN

Meet Professor Boffin. He's the brainy bloke who's going to beat, batter and baffle your brain in *another great Computer + Video Games* competition.

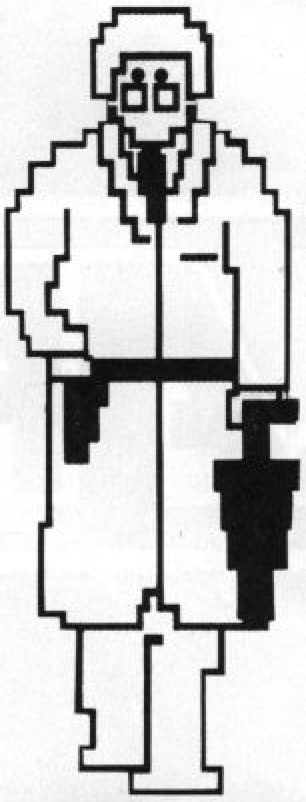
He's the Star of **Boffin**, the BBC smash from Addictive Games.

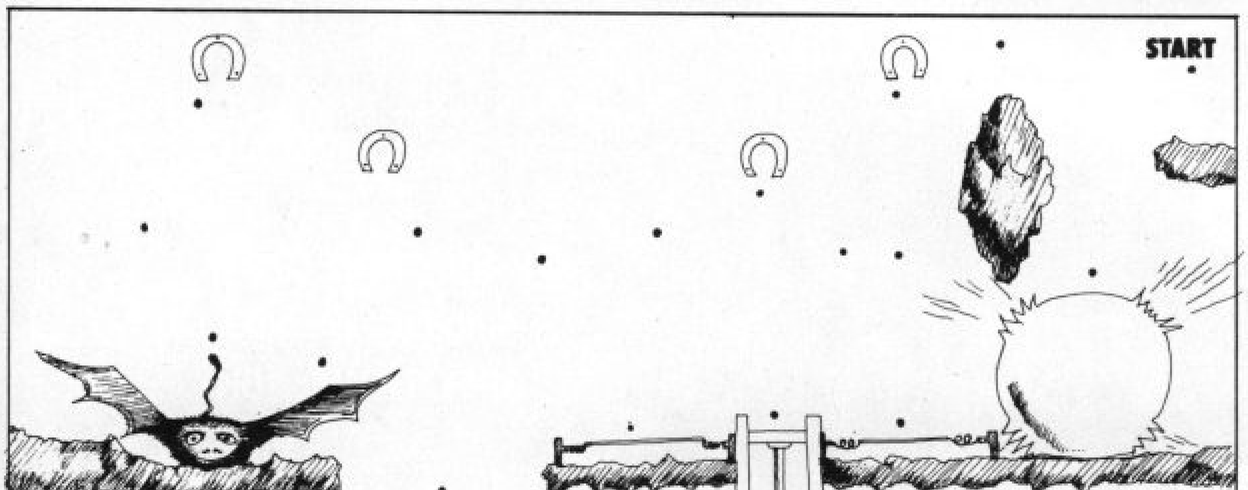
And, thanks to Addictive, we've got a games television to give away to the person who can solve our brain-teaser based on the Boffin game. The ten runners up will have the choice of any game from the Addictive range.

Printed on this page is a diagram of one of the Boffin screens. In the game, Boffin must pass through a series of caves as quickly as possible by destroying all the unlucky horseshoes in each cavern and then touching the resident owl, guardian of each cave.

What you have to do is work out the quickest route through the cave by joining up the dots. If it matches the route sent to us by Addictive Games, you're in with a winning chance.

Send your entry, together with the printed form, to Boffin Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, ECIR 3AU. The closing date is December 16th and the editor's decision is final.



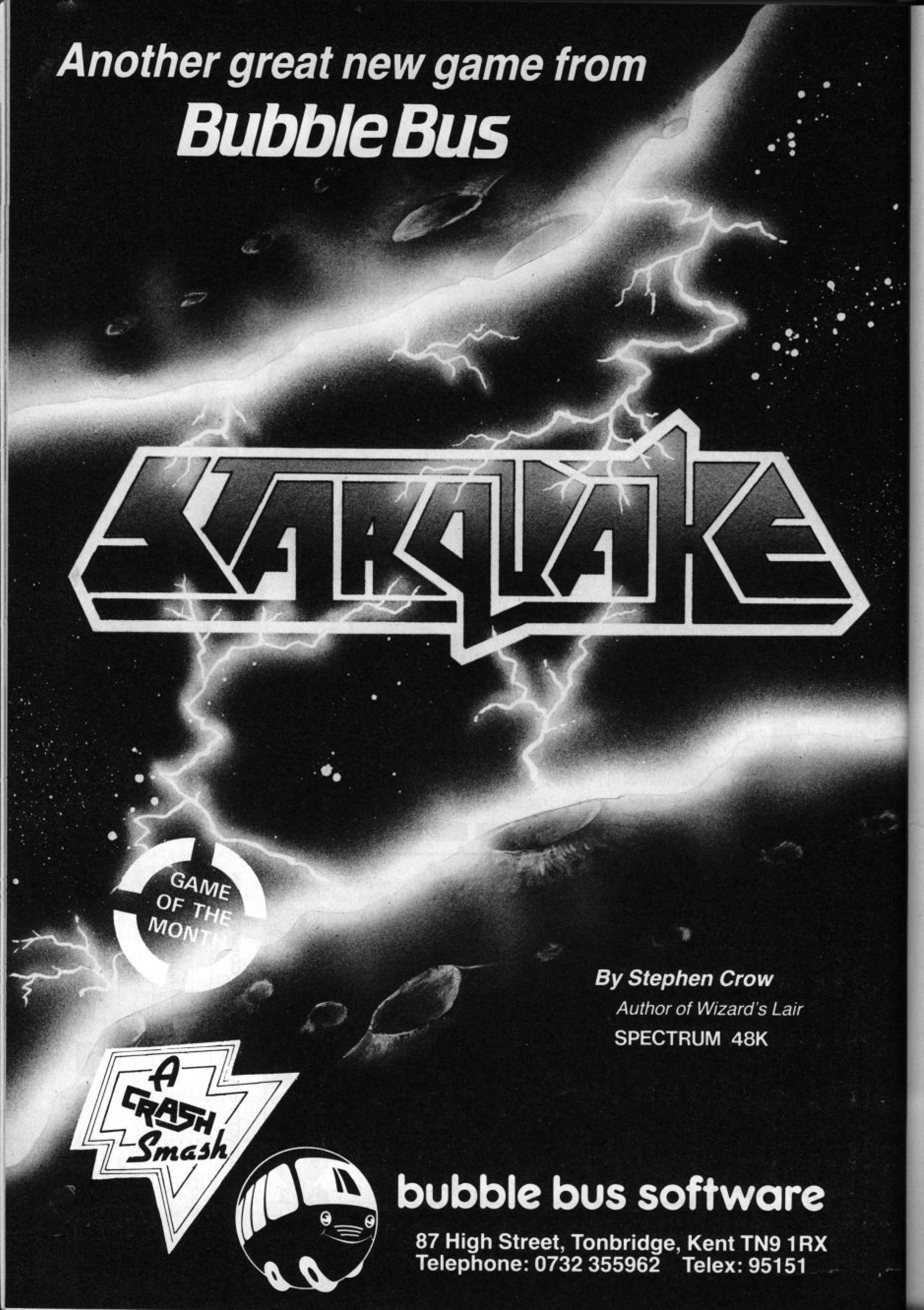


C+VG/ADDICTIVE GAMES BOFFIN COMPETITION

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Name the Addictive game you would like and which computer you own. ______



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CONNECTIONS

You only need a 'phone, a home computer, a modem and a little imagination to be able to transport yourself to another world. Marshal M. Rosenthal shows how . . .

COMPUSERVE is one of the largest and oldest of the telecommunication networks. Many an adventurer has cut his or her teeth here. One of the advantages of the interactive games on Compuserve is that many "sets" of them can occur at once. In fact there are often five or six different groups playing the same game on the board at one time.

Space War is a good starter game, perfect for the beginner. One to eight people can participate simultaneously as they attempt to attack and destroy their enemies. Each player controls a spaceship and must destroy all the other players.

The graphics consist of symbols that represent the various planets and other players.

Space War requires good nerves and quick decisions. I found this out the hard way, by getting blown up repeatedly. You can form an alliance with another ship, but ultimately you'll still have to get rid of him. Not exactly a situation that breeds co-operation.

The **MegaWars** series is the big time game in the States, in fact Compuserve sells a comprehensive manual to use with it. MegaWars One is the least complicated. Up to eight people can square off against each other in a real time space battle that uses two dimensional graphics similar to Space War.

MegaWars Two is much more sophisticated, and deadly. There are two teams of four ships each. Each team tries to capture as many enemy and neutral planets as possible. Phaser weapons are available, as are Photon Torpedoes. Good thing you have shields! MegaWars Two also features colour graphics.

Entity is the "handle" for 16-year-old Steve. A high school junior, Steve logs on at least twice a week, more if he can find the time.

"I find the challenge of MegaWars exhilarating," he says. "It's not an easy game to master, it requires patience. I enjoy the combat of it, part of the fun is trying to "psych" out the other players, and finding out whether they have the stuff to take me on. There was a time when my mom thought a light late at night in my room meant I was up studying. It's too bad that she knows better now!"

Steve logs on at night because it's the best time to concentrate on playing. "That's when I feel really sharp and quick, itchy trigger fingers you know? MegaWars gives me something fun to do late at night. Besides," he adds, "I'm not spending nearly as much as if I was running back and forth to the arcades. And I'm having a lot more fun, too."

"Strategy is very important," says Captain Alfo, speaking about MegaWars Two. But I can't get through his polite but firm refusal in revealing the secret of his consistently high scores.

"Part of it I will tell you," he says. "I sometimes sit down and plan my long range moves out, then contact other friendly players by electronic mail. Good communication is one of the most important elements in maintaing a good defence."

"You have to remember that it's not just you out there all by yourself," he adds. "A good set of teammates will help protect you, enabling you to be more secure, and attack better. You can't really stop and reflect on strategy once you're behind the cockpit of a spaceship — that's when you need to let your reflexes take over." He does admit, with a sheepish grin, that "Sometimes I'd rather blast 'em than be diplomatic."

Alfo is a dentist when he's not blowing up spaceships. He says that the Captain is more of a fantasy role, not like his true self at all.

Does he let other players know what his profession is? "Are you crazy," he says. "Can you imagine the reaction of one of my MegaWars victims if they ever sat in my chair and watched me come at them with sharp, pointed instruments?

A totally different game is **SeaWars**. Here space is out in favour of the ocean. You can play against the computer or three other opponents. The object of the game is to sink all of your enemies' ships by commanding your armada with skill and daring.

There is a special War Room mode where you can meet and talk to other players, as well as your upcoming opponents. This is a good place to get tips from those more seasoned. As in MegaWars, you can enter the game as an "observer" — monitoring the action around you in order to become more familiar.

Salty Sam is willing to give me a few pointers. "First off," he says, "keep on the move. Never let the enemy get a fix on you because you kept in the same place too long. And control those killer instincts!" he adds. "Make sure you aren't being suckered into a trap."

Sam is very secretive about his true self. "It's not important who you are "out there" in the real world when you're here, shaping your own reality the way you choose." He proudly admits that he's no landlubber, and was hooked on board games long before he went on the network. I asked what's so appealing about the sea? "No funny green men," he snaps back.

The Plato Homelink Network has been around for over 10 years, and features outstanding graphics and information capabilities. As might be expected, there usually is a catch when you say something



CONTINUED ON PAGE 112

CONTINUED FROM PAGE 111

like that.

In this case only special and expensive terminals could be used. IBM/compatible systems could log on, but this bypassed all of the home computers. However, a recent program from Atari allows users to access Plato. The program fools the system into thinking that the Atari is a standard Plato terminal.

Plato's games combine graphics with a high level of sophistication and elegance. There are over 25 interactive games on the network.

Moria is one of the most popular, and is of the sword and sorcery type. The player establishes a character and then goes out in a land ruled by the laws of fantasy and magic.

Some refer to it as the world's most confusing and compelling three dimensional electronic maze, with its seemingly endless rooms and corridors.

Large numbers can play simultaneously, and the player can continue on indefinitely (the game never "ends", although each particular event can be resolved).

Stillbreath has been immersed in Moria for over a year. By day he does mundane work behind the counter of a bank — but watch out for him when his fingers hit the keyboard.

Does anyone know about his somewhat, to put it mildly, violent alter-ego? "Nope," he says. "Fantasy is fun, but I keep it as a separate special activity. It's fun but I try not to be fanatical about playing it too often. I know the value of money."

Stillbreath started out rather poorly as a warrior. "It took a lot of time for me to become powerful. But I learned from other players, and now I'm pretty good.

He has never met his friend Allon face to face. Nor does he need to. "Allon and I travel together in the adventure and keep up each other's spirits. Sometimes it's lonely being a warrior."

Allon interrupts to point out that warriors aren't all that much help at times. "There's no substitute for a good thief!" Allon says. Why would a thief and a warrior travel together? "We don't get in each other's way," says Stillbreath. "The brawn can always go first," Allon chuckles.

Empire is the meat and potatoes for many an adventurer on Plato. Thirty people can log-on the game at one time to form the four teams, the Kazari, Federation, Romulans and Orions. This no doubt sounds familiar to fans of *Star Trek*.

Spacelanes is a multi-user interactive role playing game set in the Gray Sector. This is a galaxy of open space and lawlessness, where rules are infrequently obeyed, and fame and fortune await the bold and daring. There are a variety of sentinent races, androids and things somewhere in between that the adventurer must face. He must develop his own resources as he maps his way through space, strange planets and unforseen disasters.

Spacelanes is text oriented, but differs radically in that there is an online referee. The designer, Pilot, monitors each ongoing game, making suggestions and arbitrating events of the group playing at that particular time.

Each player assumes a character who can buy (or steal) weapons, acquire wealth, and in general just try to stay alive — as the Gray Sector is NOT the healthiest place to be.

The date and time for a game session is posted in advance. This gives players time to plan and discuss possible scenarios with each other.

I made a pact with Allswell that we'd be secret allies. A whisper mode allows you to speak to a selected person without anyone else knowing.

He and I have been displaying open hostility towards each other the last few sessions, heck, I even nicked a bit of his ear off. This, by the way, led into our snatching a valuable bond off a robot messenger who had the bad luck to get in the way of our "fight".

Allswell got rid of his anger at losing part of his ear by tearing off the robot's head in the process. Somehow I doubt that the other people around like either of us much.

Every session is a continuation, and your character is saved until you are able to play again — providing of course you haven't been killed recently. A lot depends on the personalities of the humans. I've heard that there are actually some NICE people in the Gray Sector!

Dorothy was asked by the Good Witch of the North what she had learned in the land of OZ. Throughout my electronic travels, I've discovered that one of the computer's greatest strengths is the way it encourages communication.

Interactive gaming enables many different people to share thoughts and ideas. As you play with and alongside other users, you get a feeling of being part of a much greater world, one of interesting and unique individuals. I mean, I know what to do with can opener — but I'd never have had the nerve to stick it in the back of that big, scary Bok on Termus 3, and tell him it was a laser gun.

It's the different kinds of "minds" you encounter that make Interactive Gaming so much fun.

Author's bio: Besides operating his commercial photographic studio, Marshal M. Rosenthal is also a computer journalist for various domestic and overseas publications.

The hardest thing about telecommunications should be pronouncing that long word. Modems are becoming simpler to use, more sophisticated and cheaper to boot!

Modems work over the standard telephone lines, sending frequency information rather than words. A protocol is an agreed system which allows both sides to understand each other. Full duplex is like using a telephone, while half duplex involves taking turns — like using a walkie-talkie. Some modems can be set either way for greater flexibility in communicating.

The speed a modem handles data is expressed as a baud rate. The common 300 baud type sends/receives 300 bits a second, but more expensive models can also access 1200 baud, increasing communication speed four times. These modems rely on advanced microprocessors to change tones into electronic signals which are then deciphered at the other end.

There are basically two kinds of modems to use. An acoustic modem — rapidly disappearing from the marketplace — plugs into the phone line and has a set of "cups" for a standard headset to drop into. Its main drawback is that noise can sneak into the line, disturbing the data or the headset could even fall out. But they're fairly reliable — and they LOOK the way a modem should be. A direct connect modem costs more, but it bypasses any acoustic problems.

Auto-dialing is another nice feature, as is knowing when you're "on-line".

Copying a program is called downloading. Uploading is the opposite, sending information out. To pass information, both sources must have similar protocol, they must understand each other. Most software programs can initialise various kinds of procedures, providing that the modem is equipped with the capacity to handle different kinds of protocol.

A system is fun when it's easy to use. It got pretty confusing for me, what with so many different passwords to remember.

All telecommunication networks require compatibility between their computer and yours. Each network has its own rules and regulations that govern hooking up with it. Listed below are the basic requirements:

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Columbus, Ohio 43220
800-848-8199
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GAMES COMPUTERS PLAY, INC.
112 East Market Street
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PRODUCT INFORMATION:

HOMETERM terminal program:
Batteries Included
17875 Sky Park North, Suite P
Irivine, CA 92714

MPP-1000C Uniquave:
Microbits Peripheral Products, Inc.
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Albany, OR 97321

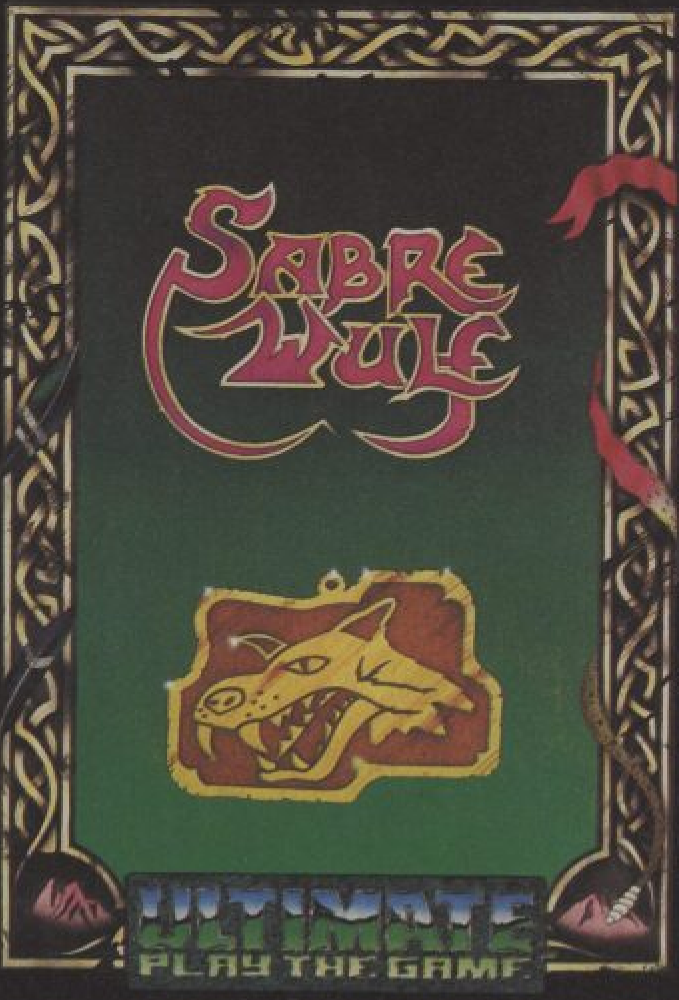
PLATO LEARNING PHONE CARTRIDGE
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Sunnyvale, CA 94080

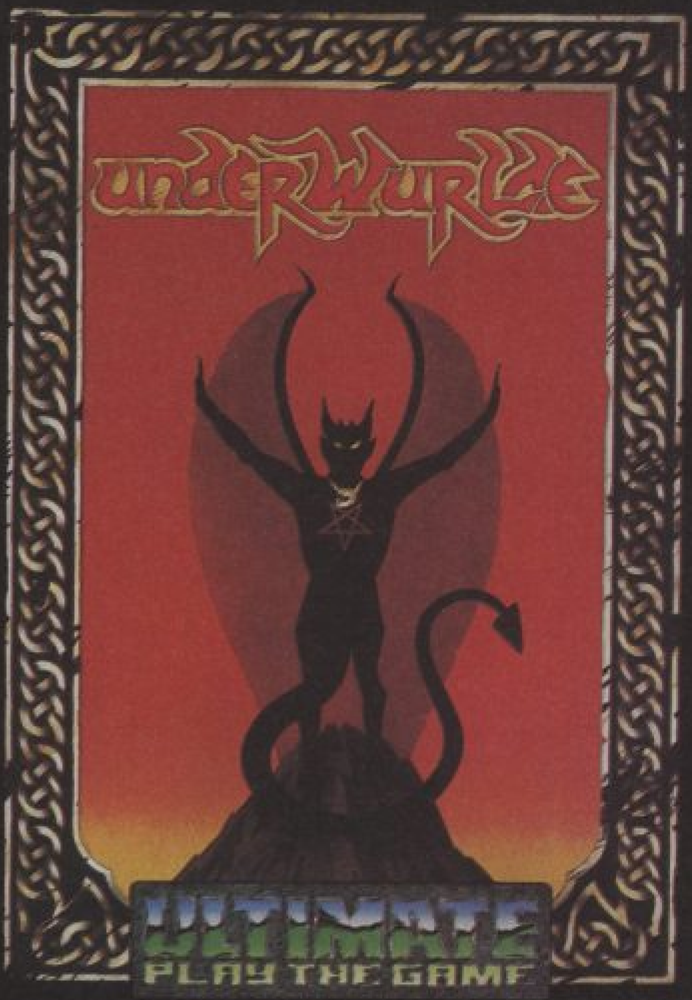
SIGNALMAN MARKA VII Uniquave:
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Special thanks to Bob Ramirez and Joe Radonski for their technical assistance.

ENDS

THE ULTIMATE GAMES FOR THE COMMODORE 64



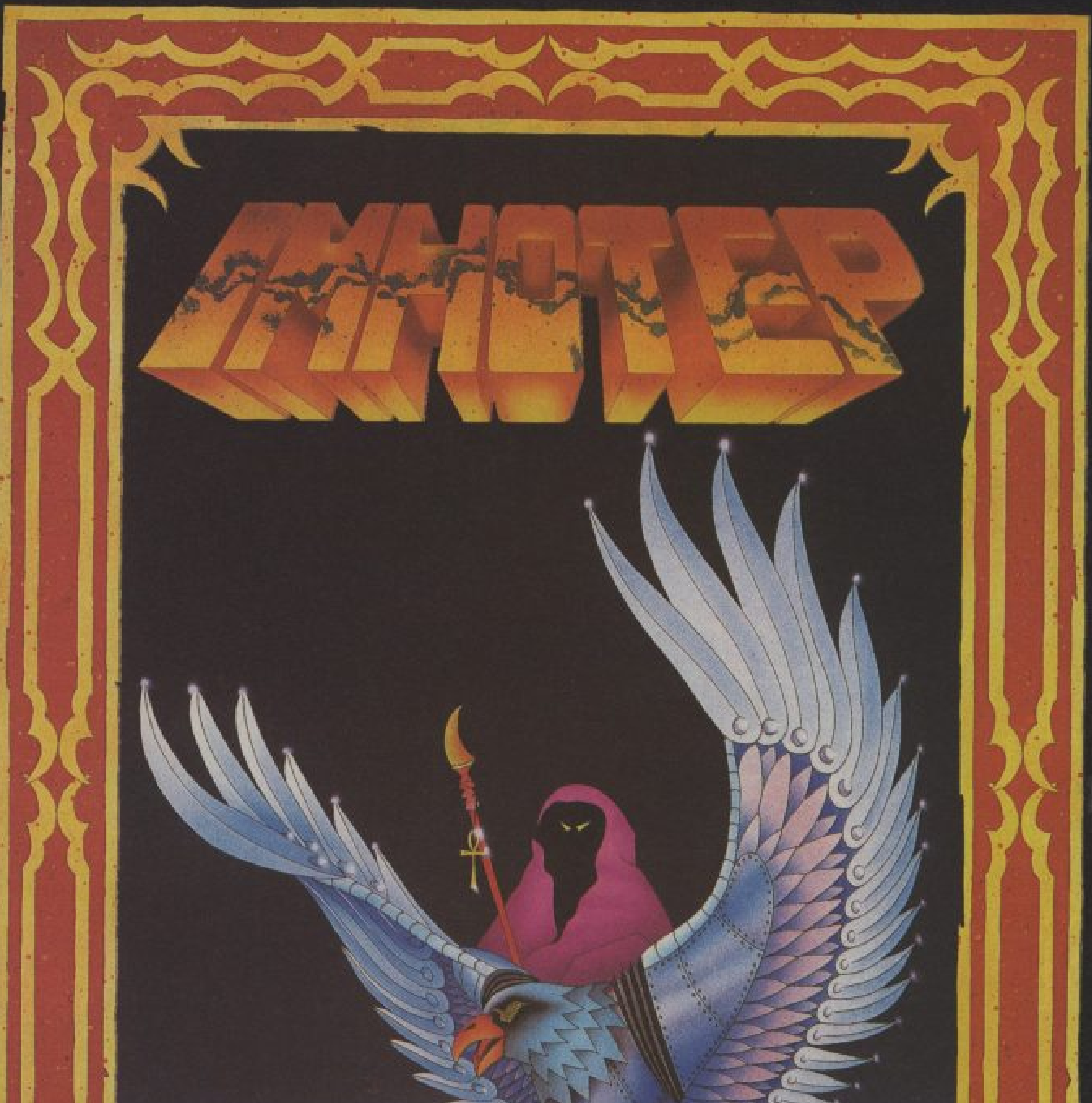


Sabre Wulf and Underwurlde are available on the Commodore 64 at £9·95 inc. VAT

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COMMODORE 64



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Access



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If you can sell something once, you can sell it twice — that seems to be the current motto of many software houses.

It was a lesson quickly learnt by the record industry. A hit single can be included on a compilation album with other past hits and sold at a bargain price. The customer sees it as good value for money and the record company squeezes a few extra pounds out of a song.

Now as Christmas approaches, software houses are releasing their old games in compilation packs.

And if you haven't already bought any of the games included in the compilations, many do offer good value for money.

Donning Father Christmas gear, the *C+VG* review team has sifted through some of the compilations now on offer with a view to festive gifts.

NOW GAMES

Spectrum, Commodore 64, £8.95.

This package really represents an excellent deal, worth every penny.

In some ways *Now Games* is different from most of the other packages. The games were all originally released by different software houses.

The six on offer are *Lords of Midnight* (beyond), *Brian Blood Axe* (The Edge), *Strangeloop* (Virgin), *Pyjamarama* (Mikro-Gen), *Arabian Nights* (Interceptor) and *Falcon Patrol II* (Virgin).

All the games are well-known and if you've already bought one or two of them, you will be forgiven for wincing when you see how much all six can now be bought for. Excellent value and a wise buy for the cash conscience.

THEY SOLD A MILLION

Spectrum, Commodore 64, Amstrad, £9.95.

Ocean, Software Projects, Ultimate and US Gold have also joined forces to release four well known titles under the name "*They Sold A Million*."

Titles for the 48K Spectrum and Amstrad are *Beach Head, Daley Thompson's Decathalon, Jet Set Willy,* and *Sabre Wulf.* On the Commodore 64 version, *Staff of Karnath will replace Sabre Wulf.*

And for the Amstrad both *Jet Set Willy* and *Atic Atac* are being written especially for the project.

MEGGA COMPILATION

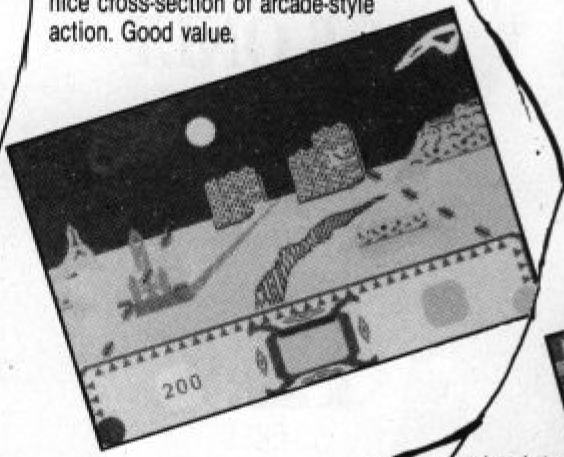
Commodore 64, £7.95 Interceptor Software.

Games individually worth £42 are on offer here for just £7.95.

Titles are *Tales of the Arabian Nights*, an arcade adventure packed with spells, magic carpets and dangers, *Bigtop Barney*, circus action as the clown performs four death-defying stunts, *Where's My Bones?*, a murdered monk's search to find his bones so he can Rest in Peace.

Break Fever, a graphical break dance game with music. Try to master the intricacies of the Turtle, Donkey Kick and Headspin. *The Caverns of Sillah* sets you on a mission to rescue stolen agricultural droids, and *Frontline*, a war strategy game.

Megga Compilation represents a nice cross-section of arcade-style action. Good value.



THE EPIC

Spectrum, £8.95 Turtle Software.

The *Epic* offers six Spectrum games covering a variety of game styles. Titles are *A Liquid Simplex, Spraymania, 3D Blood Dungeon, Snakes Alive, One Man and his Job* and *Moons of Tantalus.*

SPARKLERS SPECIAL

Spectrum, Commodore 64, £7.50

Sparklers Special is a "best of" the Sparklers range of pocket money games available for the Spectrum and Commodore 64.

The Commodore collection has *Slurpy*, a strange creature with a huge appetite who muches away at Glowbugs and Cave Birds for points. Then there's *Orc Attack* where Wric the Brave must kill all the Orc invaders or die, *Black Hawke*, an action and strategy rescue game with 30 levels of play, and *River Rescue*, another rescue game where scientists are at risk.

The Spectrum collection also includes *Orc Attack* and *River Rescue.* Added to them are *Stagecoach*, a perilous Western shoot'em-up where the stage must get through, and *Tower of Evil*, an arcade adventure ranging over 40 rooms in search of lost treasure.

Each compilation represents fairly good value, remembering that each game originally sold for £2.50 each.

HENRY'S HOUSE AND FRIENDS VOL ONE

Commodore 64, £6.95. English Software.

English Software has already released compilation tapes for the Atari with a lot of success. Now it's the Commodore's turn.

Volume One contains *Henry's House*, a one-player game, *Jet Boot Jack*, a 10 screen platform and collecting game set in a record plant, *Neptune's Daughter*, a quest to rescue one of the Sea King's daughters from the evil grip of the Sea Serpent and *Stranded*, a text adventure with graphics in which you must escape from a strange planet.



Volume Two also contains *Henry's House* — a strange decision which will surely put off people buying both tapes — and the previously unreleased *Soldier of Fortune* which follows a man's search for gold in terror-ridden underground caverns.

•ELECTRIC• Dreams

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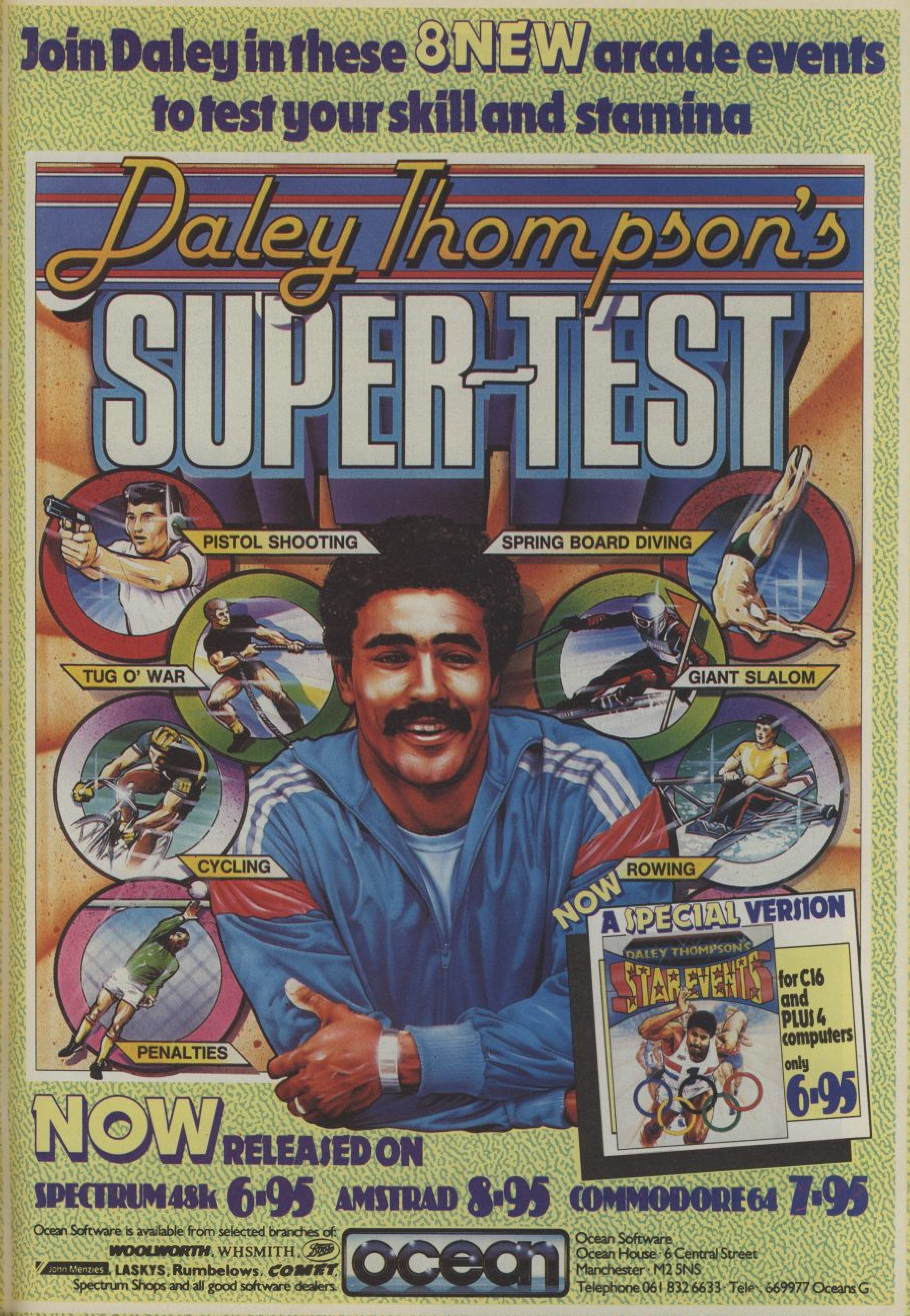
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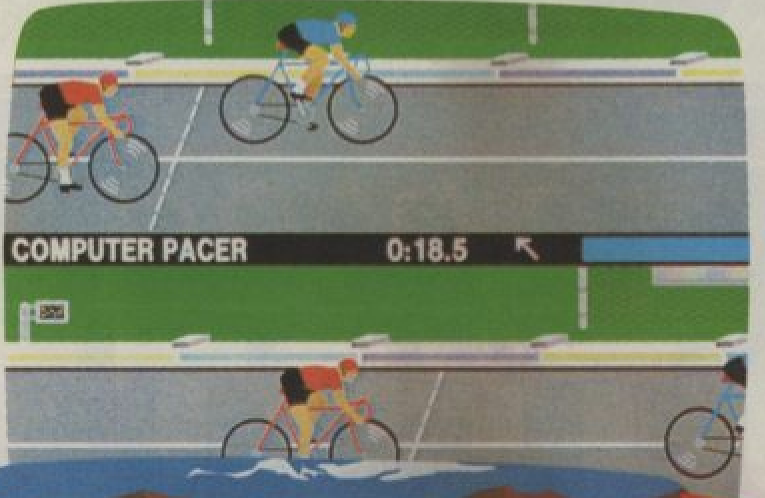


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SUMMER GAMES II

●**Machine:** CBM 64
●**Supplier:** Epyx/US Gold
●**Price:** £9.95 cassette/ £14.95 disc

Summer Games II has been hailed as THE sports simulation. Amazing graphics and realistic animation have quite rightly earned it rave reviews.

Summer Games was great but *Summer Games II* is better. The events covered are cycling, fencing, kayaking, the triple jump, rowing, the high jump, javelin and equestrian events.

There's a choice of 18 countries you can represent. There are are opening and closing ceremonies, awards, national anthems and competitions against your friends' computers. Up to eight people can share in the fun.

Judy's verdict: This is great — especially the high-jump, triple jump and javelin, they're my events.

The graphics are as good as the arcades, the movements of the competitors are very realistic and entertaining to watch. Presentation is superb. I prefer *Summer Games II* because of the athletics.

Judy's Verdict



British and former Commonwealth Heptathlon record holder Judy Simpson knows all about the skill, guts and dedication needed to compete in the world of top class athletics in seven gruelling events.

So she seemed just the right person to undertake the C+VG sports games review challenge.

Judy and her husband Robbie travelled from her home in Coventry and entered the special arena constructed in a spare few thousand square feet of C+VG's London offices to review this year's top sports games.

Judy, who owns a Commodore 64, likes to play games in both the arcades and on her computer.

HYPERSPORTS

●**Machine:** CBM 64, Spectrum, Amstrad
●**Supplier:** Imagine
●**Price:** CBM 64 and Amstrad (£8.95) Spectrum (£7.95)

Hypersports, Konami's great simulation, is just as big a hit on the home micro as it was in the arcades.

Six frantically exhausting events are featured — swimming, skeet shooting, long horse, archery, the triple jump and weightlifting.

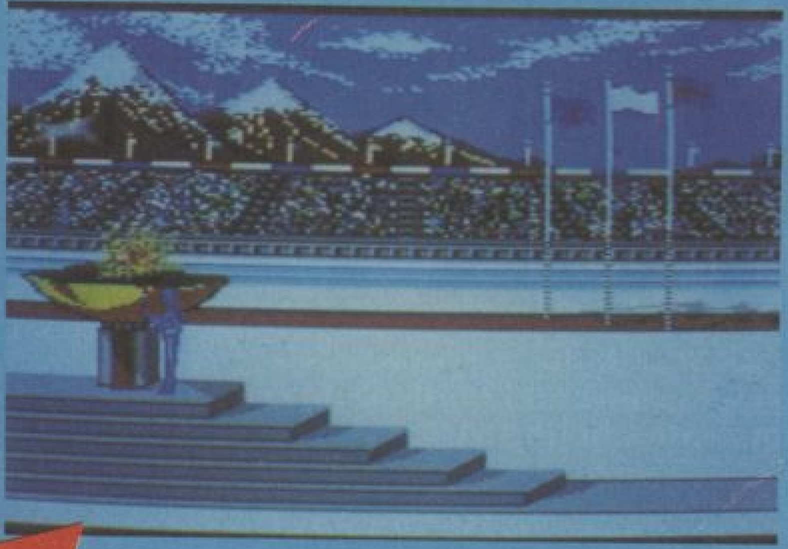
Each one requires good co-ordination and fast reflexes.

The Commodore version features terrific sound, and music — Chariots of Fire — plus brilliant graphics.

Judy's verdict: These graphics are almost as good as the arcades.









WINTER GAMES

●**Machine:** CBM 64
●**Supplier:** Epyx/US Gold
●**Price:** £9.95 cassette/ £14.95 disc

A fanfare sounds. It's the 1988 Winter Games at Calgary in Canada. And Epyx/US Gold have another gold winner.

The same high standard of graphics and accurate simulation which made *Summer Games II* such a smash, are all present again.

Seven events are on offer.

Figure Skating: a one minute timed exercise of seven compulsory movements — camel spin, sit spin, double axel jump, triple lutz jump and camel into spin.

Free Skating: two minutes in which you can give free range to your imagination and impress the judges with jumps and spins.

Speed Skating: two racers compete against each other in separate lanes.

Hot Dog Aerials: don't get in a flap as you flip through the air performing daredevil moves on skies.

Ski Jump: a deep breath and you're hurtling down the slope to take off into the air. Points are awarded for style and distance.

Biathalon: a cross-country race on skies combined with rifle target shooting.

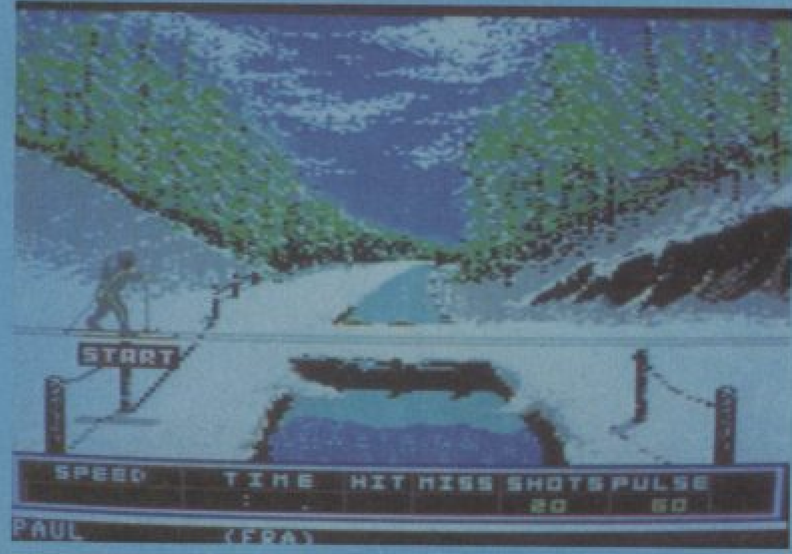
Bobsled: brave the track of solid ice and speeds of up to 90mph.

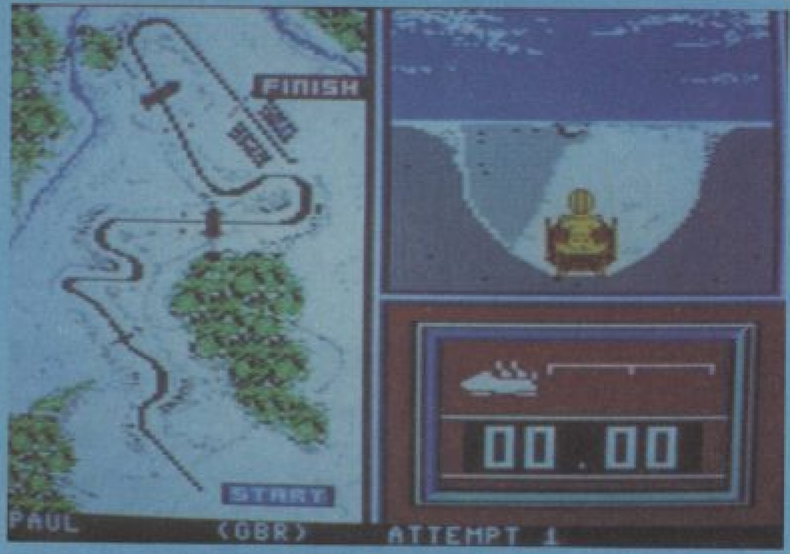
Judy's verdict: I suggest that anyone who wants to invest in this sort of game should buy a very good joystick — and buy one very often.

These pictures are fantastic. I would buy this one and skip all the joystick waggling events. I would do the skating, ski-jumping and hot-dogging.

You can tell we like this because we want to take this one home!

The big pluses are superb graphics, good instructions — not guess work or trial and error. I thoroughly enjoyed it. This is the one for us!





DALEY THOMPSON'S SUPER TEST

●**Machine:** Spectrum/ CBM 64/Amstrad
●**Supplier:** Ocean
●**Price:** £6.95 (Spectrum), £7.95 (CBM 64), £8.95 (Amstrad)

Daley Thompson's Super Test is a worthy sequel to the original *Decathlon.*



It consists of eight new events spread over two days of competition.

Day One consists of pistol shooting, cycling, spring board diving and the giant slalom. Day Two covers rowing, penalty kicks, the ski-jump and tug o' war.

The Spectrum version has clear graphics and a nice screen layout.

Great fun with a lot of events at a reasonable price.

Judy's verdict: I thought it was okay. I don't think the instructions are very good and you don't get enough time to choose things — at least not for me.



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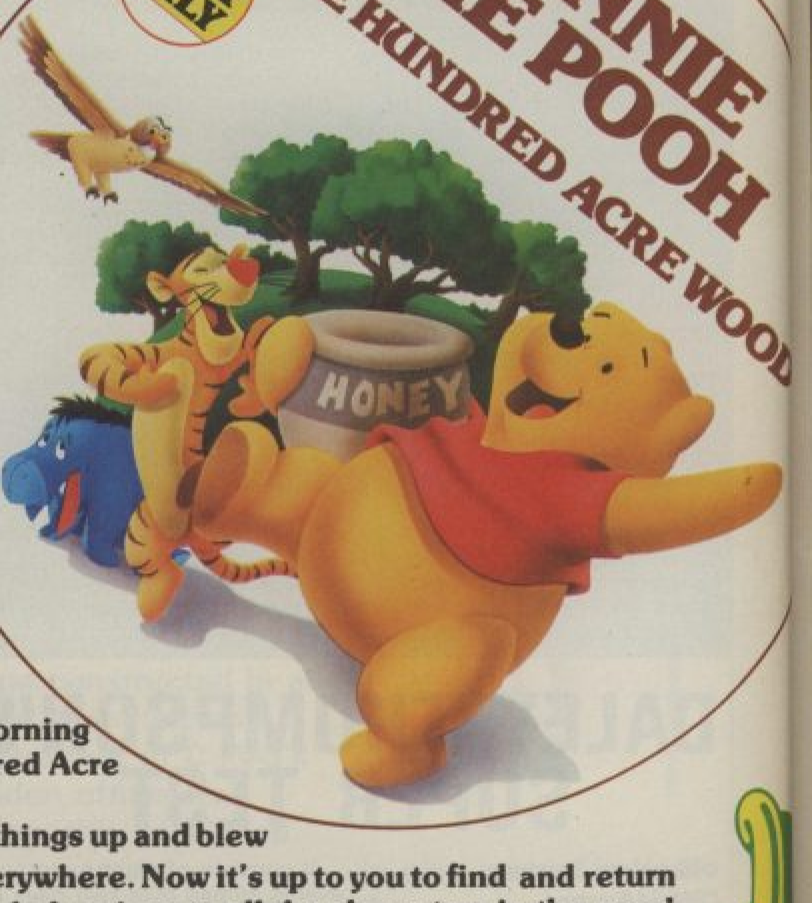
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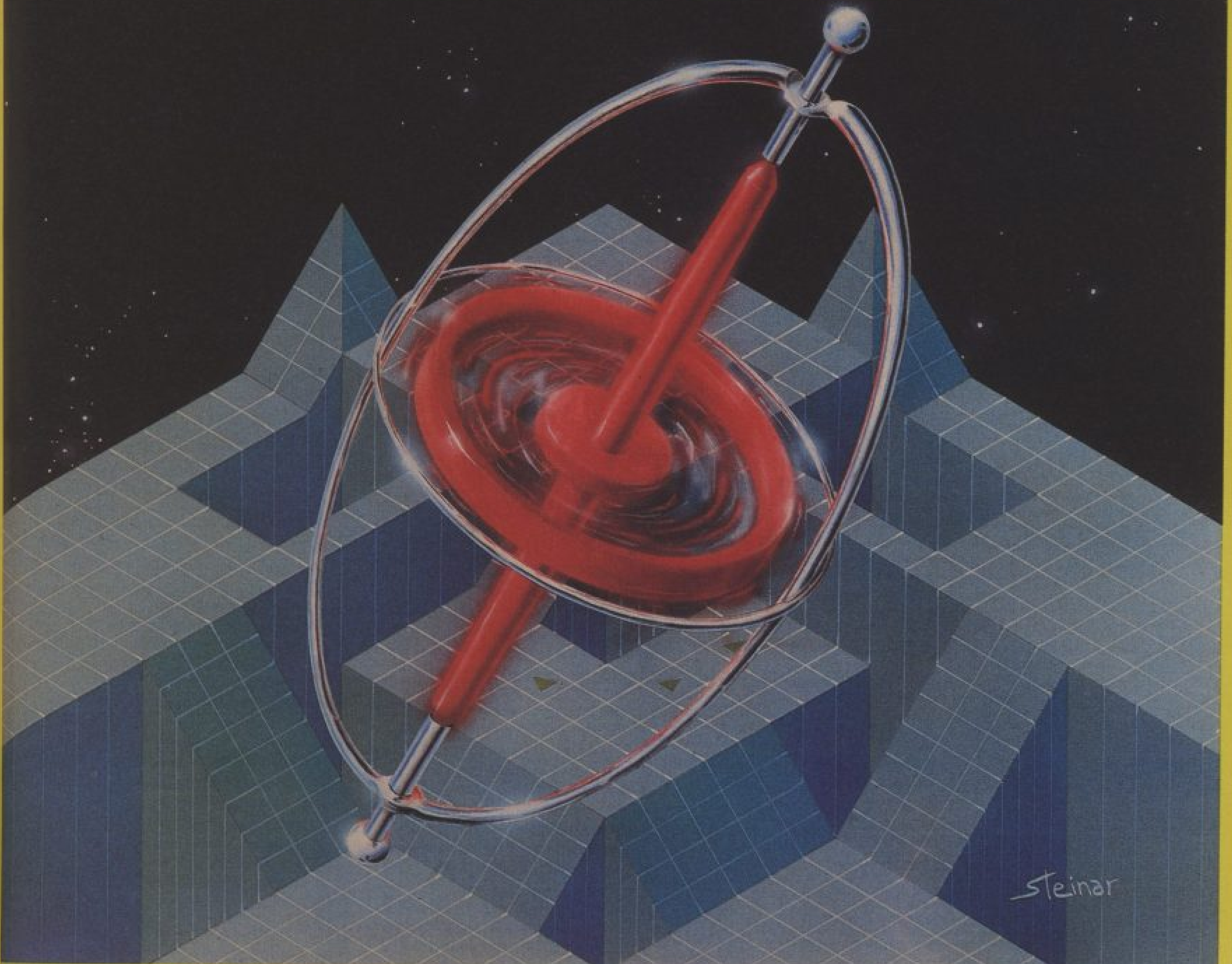
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>Continued from p11

abandons the use of keyboard or joystick as a means of control. Instead New Concepts invented a minature surfboard which fits over the computer keys.

By applying pressure to the board, real-life surfing moves can be performed. Variations in weather conditions and the surfer's individual details ensure the game is different everytime, just as every new wave is for a surfer.

Before taking to the sea, the player must make a number of choices. Surfing gear must be selected. This depends on the player's size, weight, age and sex. Board length and weight must also be selected.

Once the gear has been selected, the screen changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking through the breakers which sweep onto shore, and make his way out to the chosen point to catch a wave. At this point the screen changes to a close-up of the surfer on his wave.

Points are awarded according to how the surfer performs various moves — bottom turn, crankin', off-the-lip, cut backs, blasting, barrel rolls, 180 and 360 degree turns.

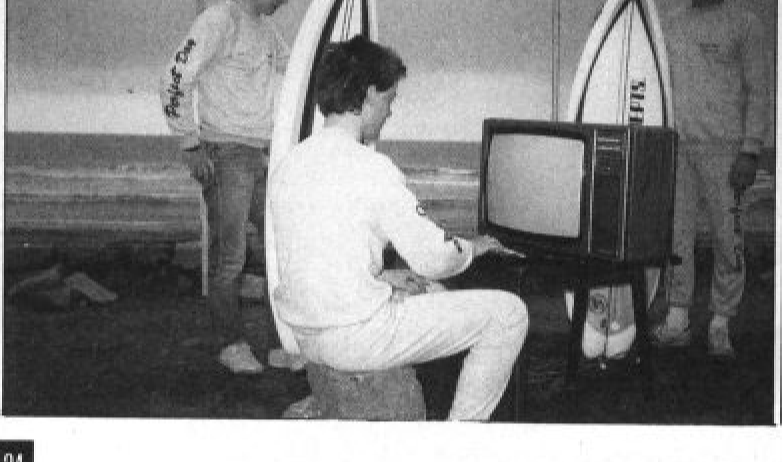
But there's the constant danger of "eating it big" and getting wiped out.

The game is hard, challenging, frustrating and, ultimately, very addictive. The player's score can be entered into the Hall of Fame alongside the name and score of the current champion player. Should the score be broken a coded message will be given and the player can return the tape to New Concepts and receive a prize.

Programmer Desmond Mcenemy, 20, has almost finished **Champ Skier**, which again features a keyboard overlay — this time two skis.

Also planned are **Ski Jumper, Water Skier, Sailing, Skate Boarder, Paragliding** and **Hang Gliding.**

Champ Surfer will sell for around £12, including the minature surfboard. Conversions to other machines should follow.



HOT GOSSIP

BY TONY TACOUSHI

☐ Ring...ring...ring...
I leapt to my feet and dashed to answer the phone.
"Hello?"
"Hello Tak it's Orlando from Aardvark."
"Hello" I muttered pausing to catch my breath.
"I've got something to show you. My latest masterpiece!"
"Great stuff!, what have you got?"
"I've got two games. **Firetrack** on the Beeb and **Frak** on the Electron. They are superb, the graphics are stunning, the sound is amazing, the playability astounding, the programming brilliant, the design fabulous..."
"Hmm..."

Now I don't like hype — even from the most talented of programmers. BUT Orlando has done it yet again! Both **Firetrack** and **Frak** are superb pieces of software.

Beeb and Electron owners are usually starved of real top notch games software. But Orlando has delivered the goods with his latest pieces of genius **Firetrack** and **Frak.**

Orlando's reputation speaks for itself with titles like **Arcadian, Zalaga** and **Frak** for the Beeb and Electron. In fact he is one of the very few Beeb programmers whose games are eagerly awaited by proud Beeb gamesters.

Frak rates as a classic on the Beeb and it's set to be the same on the Electron. Your caveman has to find his way around various scaffoldings picking up keys along the way. He also uses his yo-yo to knock nasties off their ledges as he clambers around. He climbs up and down ladders and leaps from platform to platform in his bid to gain the keys.

Make no mistake this IS NOT just another platform game this is THE platform game. There are many sneaky twists and solving the screens will need some real ingenuity on your part.

To make it more playable than the Beeb version there is an option to start on a higher level. You can also alter the background and use of colour to suit your own taste.

Frak on the Electron is everything it should have been on the Beeb. It is faster, yes faster! There is no flicker on any of the characters and that music, oh THAT music is so good.

The graphics are identical to the Beeb although there are 12 different screens to work through. An added bonus is the inclusion of a screen designer which allows the player to set up his own screens to play.

Frak comes on tape for the Electron and will cost you £7.90. Electron owners have been starved of good software but there is now an answer! BUY Frak. I promise you will not regret it.

Now on to the The BIG one, **Firetrack**. This is a version of the current arcade hit called **Starforce.** But version isn't quite the right word.

Firetrack in many respects is better than the arcade original. It's as fast and the sound is as good. But where it really scores is in the graphics. The attention to detail and use of colour is superlative.

The object of **Firetrack** is to battle your way through an asteroid belt to a white hole. You fly over various colonies in your bid to find the hole, the colonies' defence systems are activated as you enter their terrain.

Their attack comes in many patterns and in many forms. You can move your fighter in eight directions as you zap the aliens to oblivion.

At the end of each wave you encounter a head that floats horizontally across the screen and you have to pump it full of blaster to progress to the next stage.

The graphics and pace of action really make this game. The asteroids scroll down the screen and the aliens filter in from all sides — sometimes in sequence, sometimes at will. The detail and colours are stunning and the action just never lets up as you get deeper into the game.

There is over 15 minutes of different scrolling backdrop. I defy anyone to reach the White Hole at the end without some real marathon sessions on the keyboard or joystick. Even I couldn't crack this baby.

Orlando sums up **Firetrack** in his own inimitable style: "It's got the fastest kill rate ever. It's just total destruction!"

Firetrack should be available from the middle of November on tape and disk (£8.90 and £10.90). A Commodore 64 version is also due sometime before Christmas.

NEWS

☐ Good news for all those MSX and Amstrad owners who have been frothing at the mouth awaiting conversions of Ultimate's classic games for their machines.

Well cheer up and get down to your nearest software store.

Knight Love, Alien 8 and **Nightshade** are all now available for the MSX. And Ultimate assures us that all the features found in the original versions of the game are all here to delight and tantalise you.

And for Amstrad addicts there's now **Sabre Wulf,** the chart topping jungle adventure, for you to get you teeth into.

We know it's vulgar to talk about money, but here's what you'll have to pay. **Knightslore, Alien 8** and **Nightshade** will set you back £9.95 and **Sabre Wulf** will cost £7.95. But it's near Christmas and you never know what Santa might bring you...

☐ **I say chaps, have you had trouble getting hold of the adventure game, The Secret of St Bride's? Up to now it's only been available by mail order. But not to worry . St Bride's School, the software house behind the game, has signed a distribution deal with Audiogenic.**

St Bride's, which must be the world's most unusual software house, is a school on the west coast of Ireland where grown women can pay to find out what school life was like 50 years ago. Strange, eh? Lately the school has been producing games.

St Bride's headmisstress, Marianne Scarlett, tells us: "Our aim is to build St Bride's into one of the foremost software houses in the British Isles."

☐ **Calling all Atari owners... Calling all Atari owners. Fighter Pilot from Digital Intergration is zooming your way. This flight simulation runs in 48K and will cost £9.95 for cassette and £12.95 on disk. Over and out.**

Ends◀

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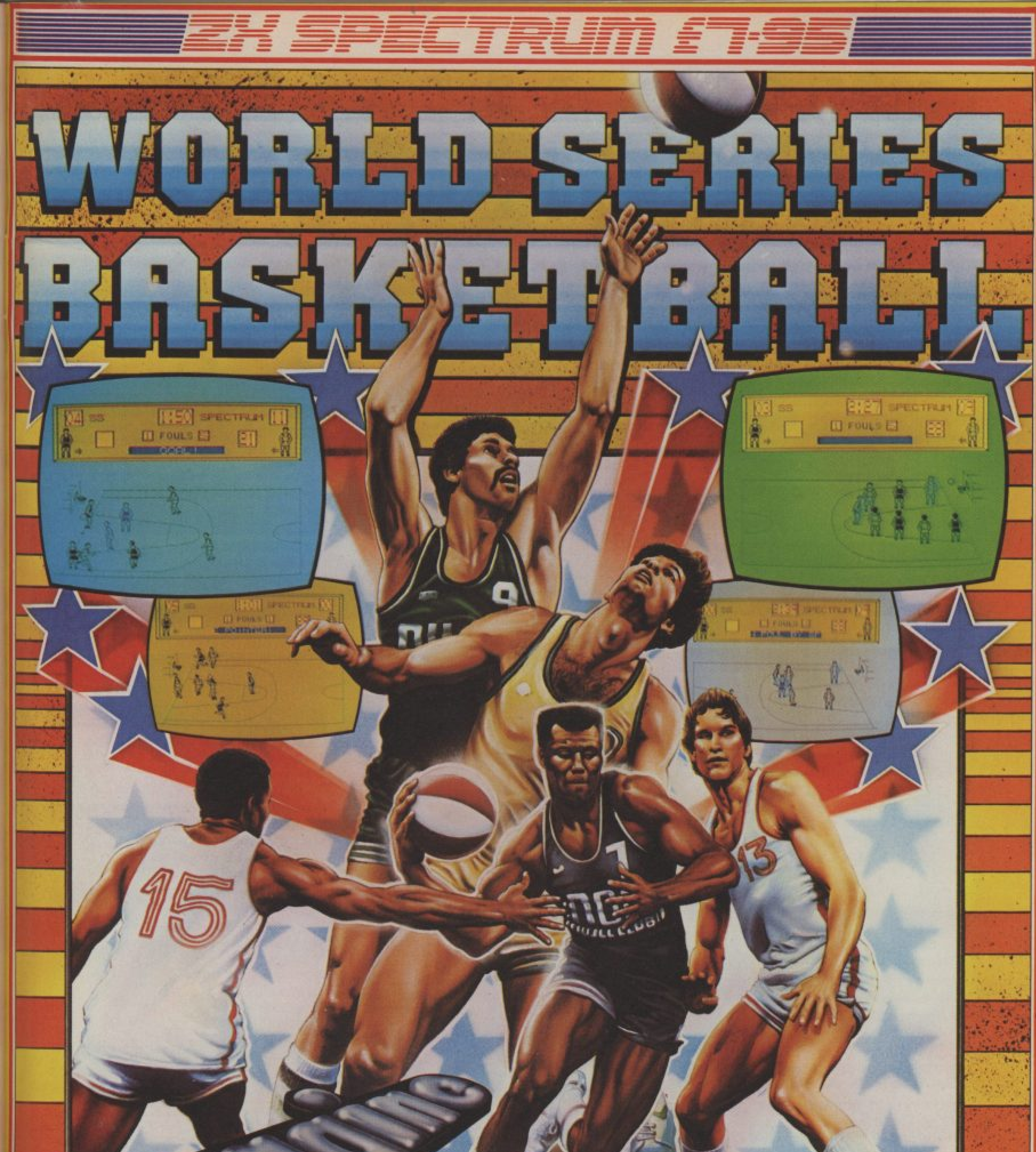
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SUDDENLY A PSI CREATURE LUNGES OUT OF THE DARKNESS AND ATTACKS!
HO HO OH!
..ENTERING INTO RUDOLF, CREATING A PUPAE
RUDOLF? WHAT'S THE MATTER, BOY?
HOLY MOLEY!
IT'S SANTA AND HE'S IN BIG TROUBLE!
I'VE GOT TO MATCH HIS SPEED, THEN...
HHELP!
...JUMP!
PSI WARRIOR'S ABSORPTION SUIT INSTANTLY BURNS OUT THE PUPAE, FREEING RUDOLF. BUT WITH ALARMING RESULTS...
'BYE, 'BYE, PSI!
AAAHHH!
WOOMPH!
SORRY, SANTA. RUDOLF'S O.K. BUT YOUR SLEIGH IS ANOTHER STORY...
OH, MY! I'LL NEVER GET ALL THE CHILDRENS' GIFTS DELIVERED! CALAMITY!
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F•I•L•M•S

Take your seats for another feast of fantasy at your local cinema.

Science fiction, sword and sorcery, pirates and fairies are the ingredients the movie moguls are serving up on the silver screen to tempt you away from your computer and down to the local emporium of celluloid sensations.

One film — *The Goonies* — has even been turned into a computer game by Datasoft as you will have no doubt read in this month's *C+VG.*

So as the lights go down, the music softens and the screen flickers into life, *C+VG* presents a guide to what will be coming your way over the next few weeks.

LEGEND

Ridley Scott, the man who terrorised us with *Alien* and thrilled us with *Blade Runner,* is back with a fairy tale of good and evil, light and dark. Sounds a totally new idea, doesn't it?

Legend is set in a woodland where humans and forest creatures co-exist in a state of extreme happiness, maintained by the presence of two unicorns who know only love and innocence.

But the evil Lord of Darkness — cue for loud boos and hisses — who lives in his subterranean castle away from sunlight, wants to destroy all this by capturing the unicorns.

Goody, goody Princess Lila is even won over to become his Queen of Darkness. Will her pal, Jack O'the Green, save the day? Will the sun ever shine on this paradise again? Does anybody care? Pass the popcorn . . .

THE GOONIES

Summertime and the living is uneasy. Big shot developers threaten the peace of a small seaside town in America. But not for long, that is. **The Goonies** are out to stop them.

The Goonies, a gang of kids with names like Chunk, Mouth and Data, find an old pirate map and they set out to find the treasure which can help save the town.

But skeletons with swords, a booby-trapped underground passage and a murderous ex-convict make life difficult for **The Goonies.**

The Goonies is based on a story by Steven Spielberg, the man who apparently can do no wrong at the box office.

His track record is currently the best in Hollywood, with such classics as *Jaws, Close Encounters of the Third Kind, ET,* and *Raiders of the Lost Ark.* All worth checking out for sheer escapist fun.

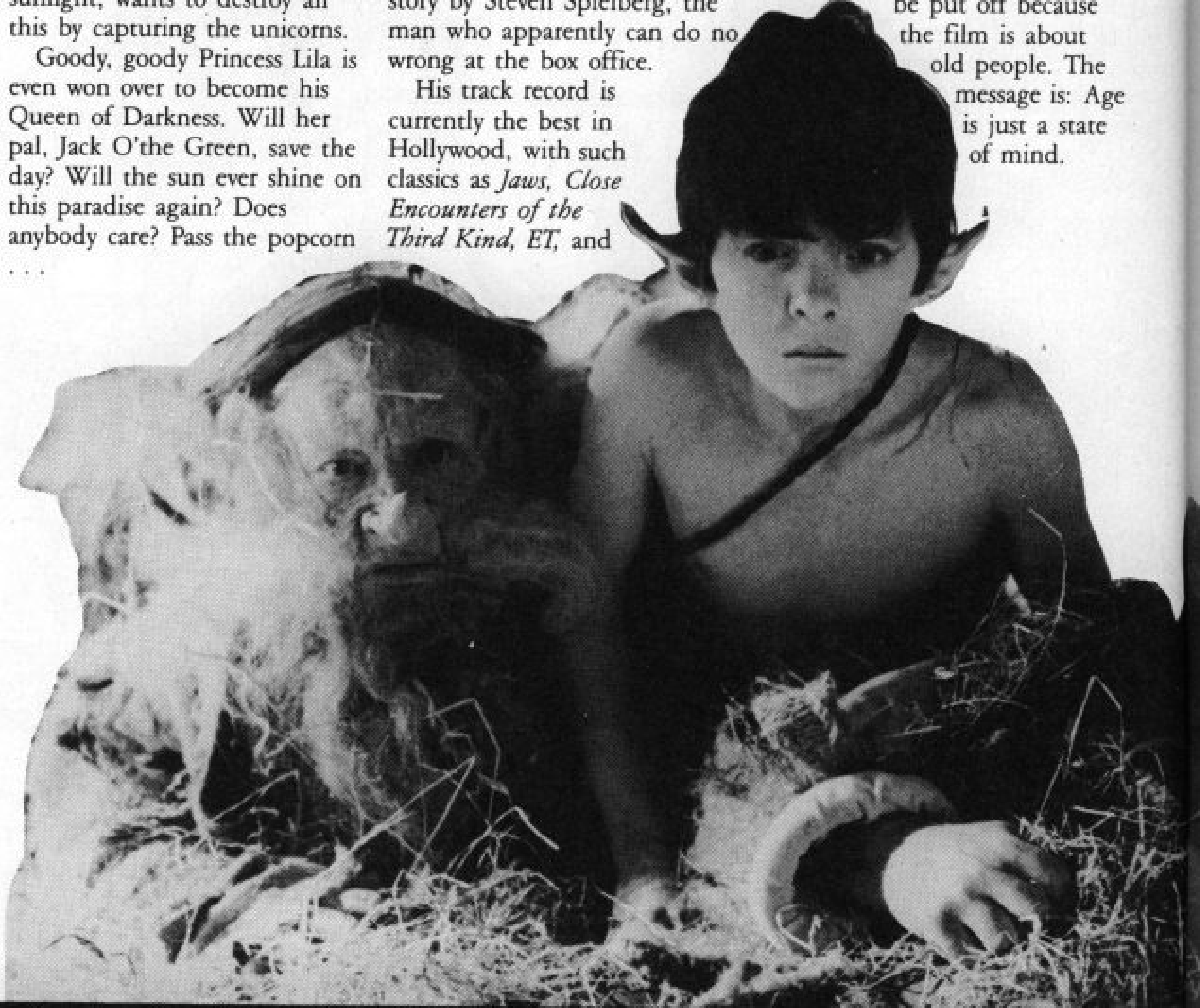
COCOON

Cocoon has already been dubbed as Close Encounters meets On Golden Pond. Veteran Hollywood stars such as Don Ameche have been dragged up to play a group of elderly people living out their last days in a Florida home, browning gently in the sunshine.

All is nice and tranquil until a group of aliens called Atareans move next door. They have come to reclaim friends they left behind on earth 10,000 years ago, cocooned on the bottom of the ocean. The aliens use their swimming pool as a temporary store for the cocoons.

But, unknown to the aliens, the old folk are using the pool for secret swims. The effect on them is dramatic. In all but looks, the elderly become young again, rejuvenated by the mysterious cocoons.

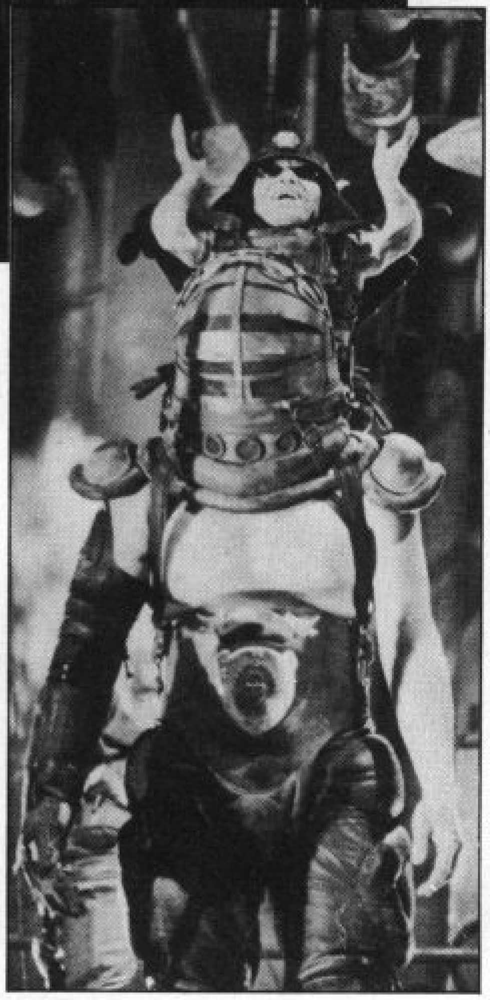
Cocoon is directed by Ron Howard — remember him as Ritchie in *Happy Days?* Don't be put off because the film is about old people. The message is: Age is just a state of mind.



• Ridley Scott's new fantasy film *Legend*

• Mel Gibson and Tina Turner. • Below — Beyond Thunderdome





MAD MAX — 3

Max is back, mean, moody and magnificent as ever, championing law and order in a post-nuclear nightmare.

Civilisation has been destroyed and a new society is growing in the desert centred on the city of Bartertown.

The Thunderdome of the title is a place where differences are settled — violently. It's a sort of "hall of justice".

It is into this arena that **Max** — played by heart-throb Mel Gibson — arrives. The action is spectacular, with a stunt studded finale.

Sounds one of the best films around at the moment.

Great viewing even if you've not seen the two previous films.

LIFEFORCE

Tobe Hooper — he of *Texas Chainsaw Massacre* notoriety — has launched an attack of vampiric space aliens on London, hell-bent on draining our life energies in his new film **Lifeforce.**

Not surprisingly, panic ensues. NATO forces battle bravely to save us.

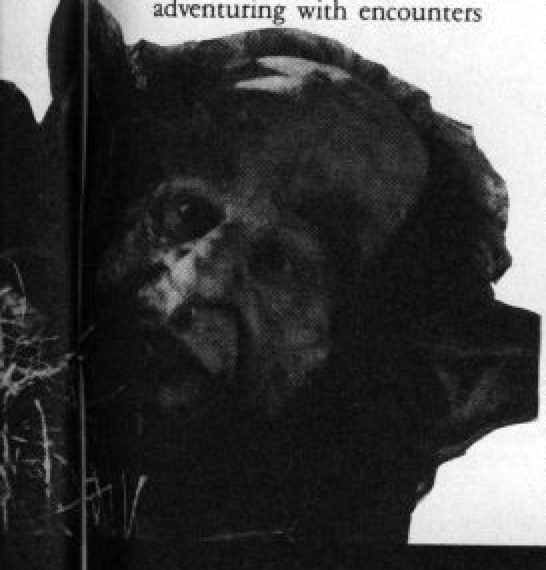
The special effects are said to be revoltingly spectacular. But the critics' opinions seem to be unanimous.

What a load of space rubbish!

JEWEL OF THE NILE

Michael Douglas and Kathleen Turner are reunited in **The Jewel of the Nile,** follow up to the highly successful *Romancing the Stone.*

Jewel is another dose of wild adventuring with encounters with dervishes, snake charmers and various villains. Sounds fun.



RED SONJA

Feminist sword play from Brigitte Nielsen as **Red Sonja,** a character created by Robert E. Howard, writer of the Conan stories.

Sonja, a simple farm girl — believe that and you'll believe anything — falls foul of the menacing Queen Gedren and her marauding army.

Sonja vows vengeance and with the help of Arnold Schwarzenegger, forsaking the part of muscle-bound Conan to play muscle-bound Kalidor, that's just what happens.

THE BLACK CAULDRON

The Black Cauldron is a sword and sorcery cartoon from Disney involving the evil Horned King's pursuit of a pig with visionary powers which are needed in order to find The Black Cauldron.

But teenage pig-keeper Taran is determined that won't happen.

The plot sounds quite strange but surely Disney wouldn't spend five years and 25 million dollars on a duff film. Would they?

THE BOY WHO COULD FLY

Is it a bird? Is it a plane? It's not even Superman. Yes, it's the boy who could fly.

Not a lot known about this film as yet except that it's being made by Nick Castle and Gary Adelson, who brought us *The Last Star Fighter.*

THE EMERALD FOREST

John Boorman's new film is supposedly based on the true story of a Peruvian engineer who finds himself — kidnapped by Indians 10 years before — as leader of a local tribe.

Sounds a little like a chap called Tarzan, to us. Lost as a child and later ends up as king of the jungle. Probably coincidence . . .

V•I•D•E•O•S

• TIME WALKER • BRAZIL • THE LAST STARFIGHTER

Fancy seeing a good movie? Want to get a good video from your local tape store? But you don't know what to watch, right? Well stop getting all flustered. C+VG proudly presents a rapid round up of what's good — and bad — on the big and small screens. Read and you won't have to watch 300,000th re-run of Wizard of Oz *this Christmas!*

TIME WALKER (GUILD)

If you've ever wondered — and which of us hasn't? — how King Tutenkamun died, this film offers a stupid explanation. Ben Murphy, from *Alias Smith and Jones* plays a perpectually puzzled professor of archaeology who unearths King Tut's coffin and brings it into the next classroom session back at his American university.

During the unveiling of the coffin, the corpse within is accidentally given ten times the normal does of x-rays by a stupid boy with an irritating cackle.

The worst thing about bad films isn't that they're implausible, senseless and cheaply made. It's that they're so deadly *dull*.

Although **Time Walker** now embarks on an all-out imitation of several much better films, including **Raiders Of The Lost Ark, Halloween II** and even **Psycho**, it is a dreary piece of clodhopping hokum which wouldn't scare a child of six.

BRAZIL (THORN EMI)

Is **Brazil** actually funny? To be more exact, is it even a comedy? The critics probably got it right when they described this astonishing film as a "laugh-a-minute nightmare".

Terry Gilliam, the man who made **Time Bandits**, and who previously did all the weird animated drawings for Monty Python, has created something close to a masterpiece here. You could call it **1984**-with-jokes.

Nervous-looking Jonathan Pryce plays Sam Lowry, a minor clerk in a huge Ministry Of Information, who is haunted at night by dreams of a beautiful woman. One day he catches sight of her in the flesh, and desperately tries to track her down using the Department's antiquated computer system. When he finally meets her, she turns out to be a terrorist devoted to breaking the tyranny of the Government.

Another anti-establishment figure in this world run bureaucratically bonkers is Robert De Niro as an illegal freelance central heating engineer. Dressed from head to foot in SAS-style combat gear, he swoops into Lowry's flat, mends his heating and vanishes away down the side of the building with all the military precision of a commando.

Oh, and in case you're wondering about the title, it's nothing to do with steaming jungles, just the name of the tune which simmers along in the background throughout.

Never mind all the ballyhoo over the recent film of Orwell's **1984. Brazil** is a far more disturbing, moving, hilarious and imaginative effort altogether. I didn't know whether to laugh or cry. See it!

THE LAST STARFIGHTER (HERON)

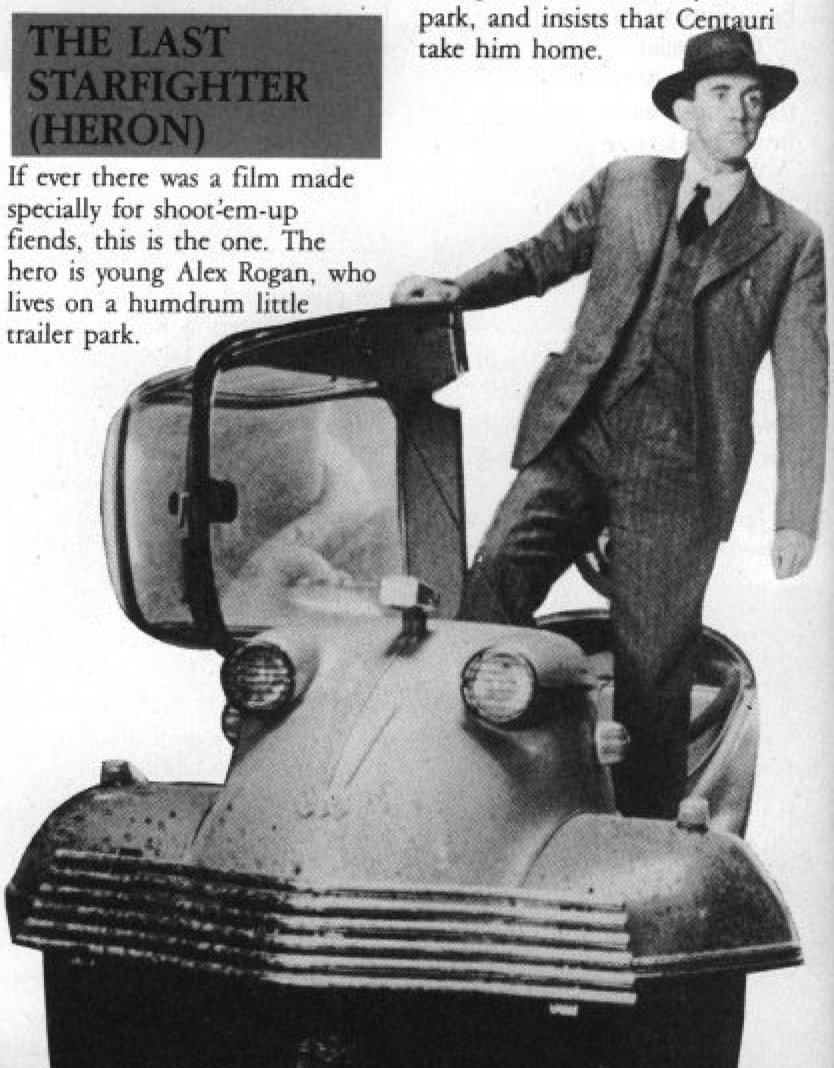
If ever there was a film made specially for shoot-'em-up fiends, this is the one. The hero is young Alex Rogan, who lives on a humdrum little trailer park.

Not really being one of the lads, Alex gets more fun from blasting nasties on the **Starfighter** game which stands on his front porch than he does from screeching around in his friends' truck.

One evening, Alex achieves his highest ever score on the game, and there are screams and wild celebrations from neighbours as he does so. Now this may be a daft fantasy film, but really!!!

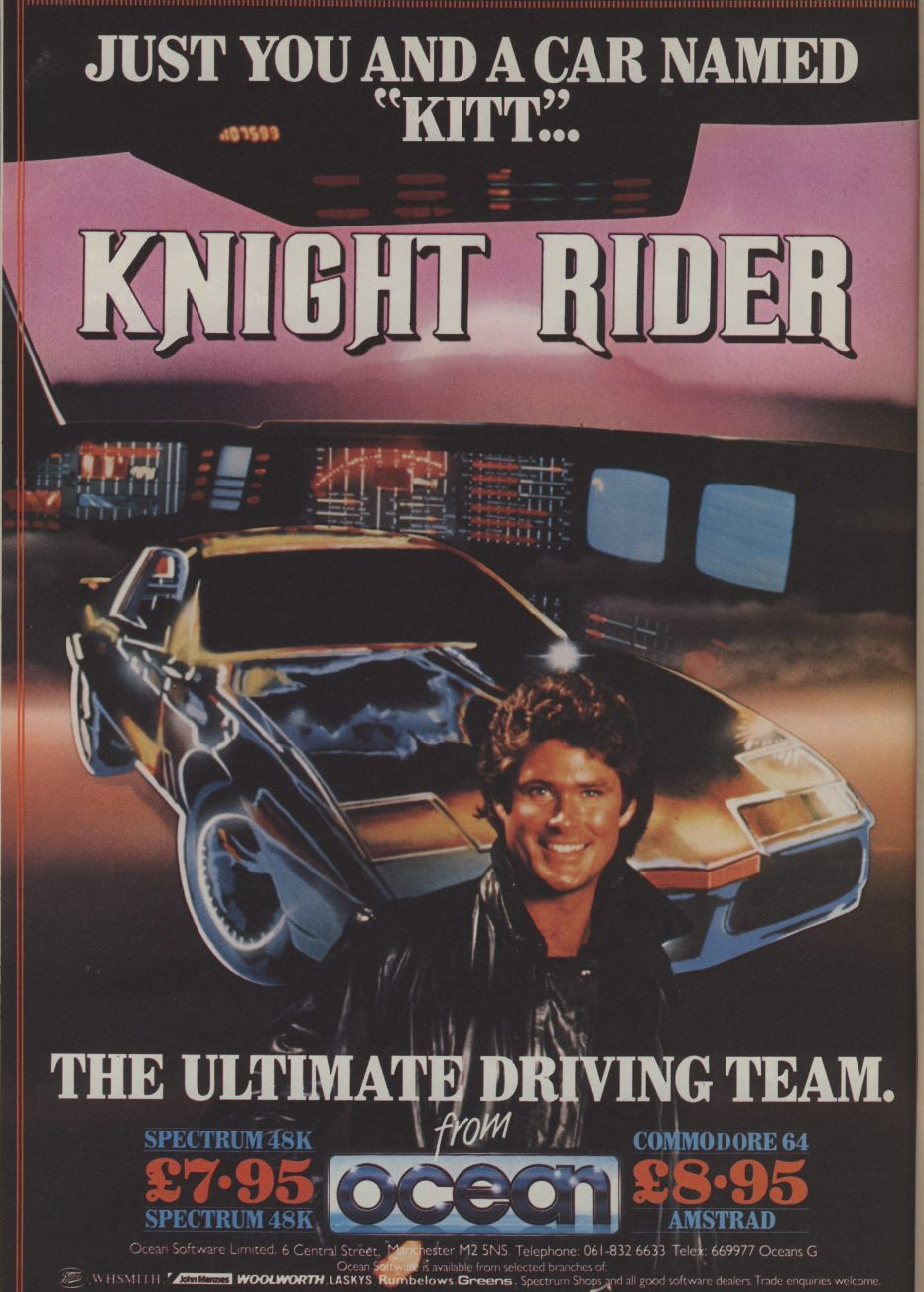
Anyway, not long afterwards he is visited by a jovial old chap in a rather futuristic looking sports car. Gullible Alex jumps in, and soon finds he is on his way to the planet where the Fyland live — intelligent aliens with huge bald foreheads.

The old fellow, you see, is called Centauri, and he deliberately planted the Starfighter machine on Earth in order to find out which Earthling would be best suited to becoming a real nasty-blaster. Sure enough, even now the dark forces of the Kordan are massing to invade. Strangely, Alex shows little enthusiasm for life in a transgalactic multi-storey car park, and insists that Centauri take him home.



Jonathan Pryce from Brazil.


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Silica Shop, the UK's leading Atari specialists, based in Sidcup Kent have announced a massive drop in the price of the Atari 1050 Disk Drive. The 1050 is compatible for use with the Atari 400/800 and XL/XE computers and allows access to a range of over 450 disk-based software titles. The 1050 comes with DOS 2.5, and can also be used with other Atari Disk Operating Systems, making it compatible with the complete range of Atari Corp and Third Party software for Atari 8-bit computers. The addition of a disk drive is a great enhancement to any computer system, increasing storage facilities and cutting information access time to seconds instead of the minutes taken by the 410 or 1010 data recorders. Many professional/business programs are only available on disk and not cassette. Until now, only a small proportion of Atari Computer owners have been able to benefit from the power and speed of the 1050. Now Silica are pleased to be able to offer the 1050 at a new low price of only £129 including VAT and FREE delivery. We also offer credit facilities allowing Atari owners to purchase it over 12 months for only £12.46 per month. The total purchase price over 12 months, with interest at a flat rate of only 16%, is only 12×£12.46=£149.52 (APR 32.3%). There has never been a better time for Atari owners to buy a Disk Drive!

SUPERB TECHNICAL SPECIFICATIONS

The 1050 is a dual density disk drive. This refers to the amount of information that can be stored on a single side of a disk. Three things determine the density of a particular disk format: The number of bytes in each sector, the number of sectors per track and the number of tracks per disk. Single Density formats give eighteen 128 byte sectors on each of their 40 tracks, thus giving a total capacity of 18×128×40 or 92,160 bytes. Double Density formats give sectors that are twice as large as the single density sectors and are capable of holding 256 bytes on each sector. This yields a capacity of 184 kilobytes per disk. There is also a third format, Dual Density which is the one used by Atari's new 1050 Disk Drive with DOS 3 and DOS 2.5. It has 26 of the 128 byte sectors on each of its 40 tracks, giving a total capacity of 133 kilobytes, which after formatting comes down to 127K. The 1050 is capable of running disks formatted in either single or dual density and can run either DOS 2, DOS 2.5, or DOS 3, this makes the machine completely compatible with all of the previous old style software. The 1050 is compatible with the 400/800 and the new XL/XE series of Atari computers. However, if you run a 400 or 800 you would need to already have at least 32K RAM of memory in your computer. The 1050 has a built-in 6507 micro processor and an onboard ROM operating system for automatic standby capability. It has automatic switching from single to enhanced density modes. It has a 'Disk Busy' indicator and up to 4 disk drives can be controlled at once. Included with the Disk Drive is the Owner's Manual, the DOS 2.5 Master Diskette, Reference Manual, I/O Data cable and Mains Adaptor. The 1050 disk drive comes with everything you need to plug it in and use it immediately.

FREE SOFTWARE

The new price for the 1050 disk Drive is not the only good news for Atari Owners. The Disk Drive now comes with three FREE software titles, in addition to the DOS 2.5 Disk and Manual. The first of these is The Payoff on disk, a new adventure game in which you play the leading role. On the reverse side of this disk is a demonstration program showing Atari's amazing sound and graphics. Also included is Home Filing Manager which will help you organise your files. It allows you to catalogue and file details of books, birthdays, your stamp collection or anything else which would normally require you to use filing cards. The software which comes free with the Disk Drive carries a normal retail price of £34.98 and is as follows:

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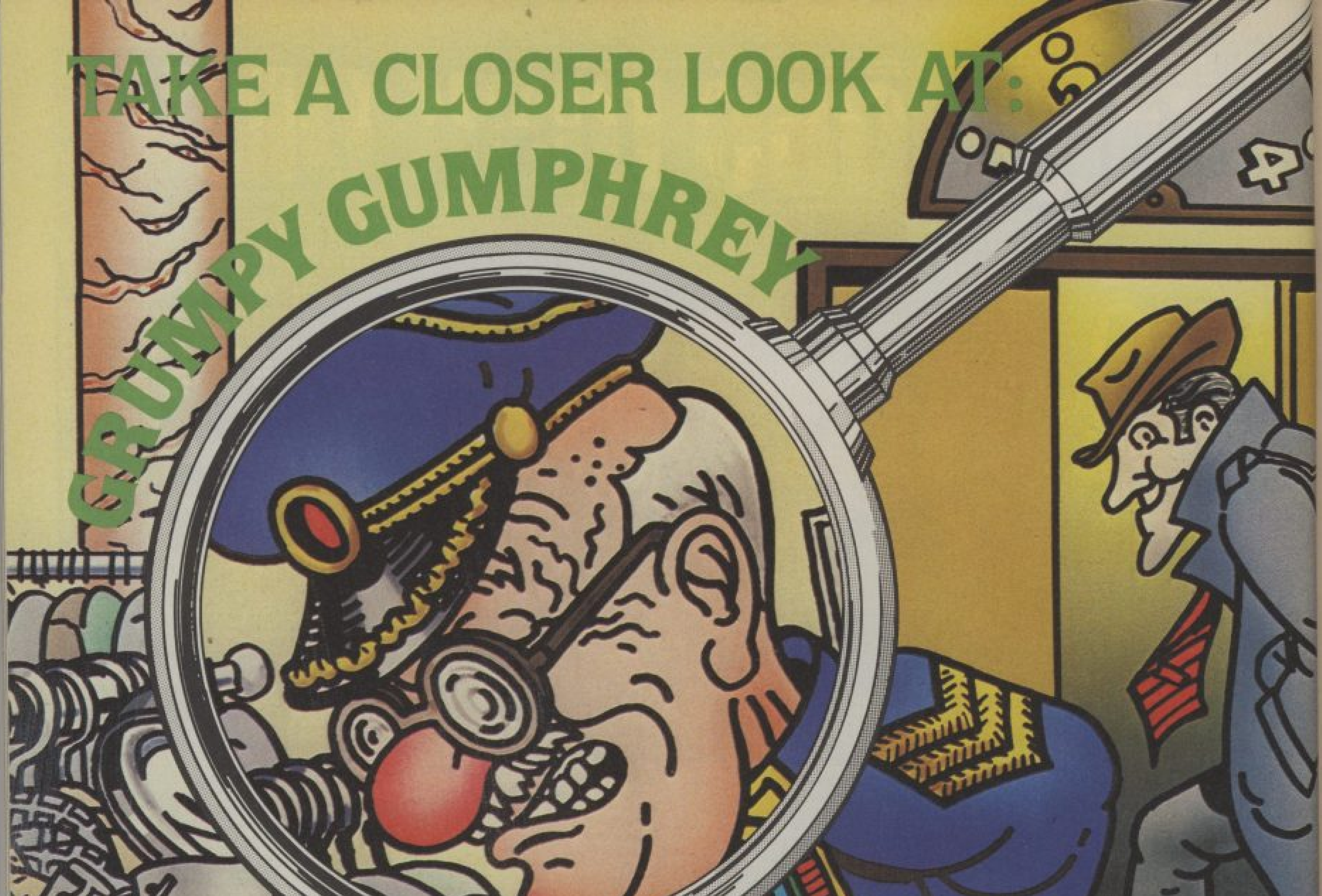
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Mailbag

COMPUTER + VIDEO GAMES
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• I have just bought your latest issue and, having just read THAT letter from Stephen Graham, I have decided to reply.
1) I have found that your letter's page is quite acceptable. It seems to me that Mr Graham wants a magazine that would give over half its pages to letters, and what would be the point in that?
2)No 'Top Ten'? Gosh! Wow! Amazing! So it was missed for one month, maybe there was something more important to go in its place?
3) Terrible reviews? They seem to be quite acceptable to me, and considering the *C+VG* supports more than one computer, I think that the games that do get reviewed are reviewed extremely well.
4) Competitions. I would have thought that it was obvious to even the simplest of intellects! The whole point of competitions is that if you win, you don't have to buy the game, you get it free. Can't Mr Graham take a joke? That is what *"Don't Buy This"* obviously was!
If it is wrong to copy ideas, then how come *Elite*, which I personally think is the best BBC game of all time, is now coming out on the C64? If that isn't copying, what is?

Or, if you wish, who brought out the first home micro? Whoever it was, why don't they sue all the other companies, as it is obvious that they all copied the first company's idea, and brought out home micros of their own?

6)Maps and tips. Rubbish? How dare he? What about the *Hitch Hiker's Guide to the Universe* map? I haven't seen that anywhere else? There is no better Adventure column, and what is wrong with plain tips? There are those of us that would like to beat a game without cheating, you know.
7) Typed-in programs. The programs are mostly Basic because that is what all of the computers use.
8) Layout. Seems OK to me? What is the perfect layout? Now I'm not saying *C+VG* is perfect, but there is a small page at the front, with the title contents, or hasn't Mr Graham bothered to read that far?
9) Games News. See my reply to question two.
10) Games they refuse to release. Surely, they refuse to release them *because* it isn't worthwhile.
11) *C+VG* said they had an exclusive interview/review and so did *Your Computer*, seems to me that the company who brought that game out, merely tried to get more publicity, so Mr Graham should be having a go at the company, not *C+VG*.
12) The Max Headroom interview. Call that writing big? I actually thought that the interview was very good, and in true Max Headroom style, and it certainly took more than three minutes, or else Mr Graham just looks at the pictures!
13) Graphics packages. If *C+VG* had reviewed more packages there would have been less room to show what the ones they did review can do.
14)What is Mr Graham going on about? Earlier, he said that *C+VG* contradicted themselves, but now he is doing it himself! He said that other mags have 89-100 pages of editorial, while *C+VG* has 70-120 pages, not if you average them out. You should find that the other magazines have 94.5 editorial pages, while C+VG has 95. Now, while ½ page might not seem a lot, it is quite large for an A4 size piece of paper.
15)Hall of Fame. See question two again.
16) I will definitely buy your magazine again, in fact, after seeing your 'secret plan', I have put in a monthly order for one at my newsagents. And who wants to be serious about everything? If you take everything serously, you would have a very long and extremely boring life.

I find this magazine worthwhile, and have done since I started reading it from issue two, it certainly isn't robbing its readers of anything, more likely people are robbing themselves, of a good read! Thanks *C+VG*, long may you print!
Martin Ward
Orpington

Editor's reply: This was just one of the hundreds of letters answering Stephen Graham's epic criticism of *C+VG* in our October issue. We could print more, but Martin summed up many peoples' opinions. It's good to know that Mr Graham is one of a shrinking minority.

• I am writing to say your old magazine was fab. But this new one is mega-fab! The new *C+VG* is well presented, I loved the cover, the new Bughunters and Psi-Warrior.

Right, I must stop licking you boots. This is the 1st anniversary of me buying your magazine. That Thompson Twin game tempted me to buy it, but after a year of preserving, it still doesn't work! Can I get a decent copy?

Also, next time you see Stephen A. Graham, smash his face in.

Does anyone have Pokes for the Spectrum version of *Airwolf*. I've collected the scientist but no more than one. It is really an addictive game and I love it.
Jim Greig,
Caerphilly.

Editor's reply: With someone with views like yours we can't refuse, can we? Watch Ideas Central for *Airwolf* tips/Pokes.

• Up until now, I have always had a great respect for computer programmers and for your magazine. I considered those people who devise programs for home-computers talented. I thought that they had a special gift, I also believed that you and your colleagues were a decent bunch of chaps.

BUT, all my beliefs were shattered into a million pieces on that fateful Sunday afternoon when I read your reviews in the July issue and there on page 94 was that disgusting slandering statement. I don't lay the blame entirely on your colleagues. Firebird are the suppliers of the so-called "game" *Chicken Chase* and the designers of that game are just as much out of line, so to speak. But when you wrote this paragraph "The cockerel must defend the chicken house against hungry enemies, including hedgehogs....

All the rest of the world just fell into a blood red blur. Hedgehogs are meat eaters, true, but they DO NOT eat chickens alive. They are known to be partial to poultry but only when it is ALREADY dead. It is inconceivable to me, and any other sensible human being with an average size brain, that a cute little hedgehog would go into a chicken house and chase after some feathery bird when there are much tastier slugs and worms in the region, which only have to be found and not chased.

Obviously someone got their facts wrong and may I suggest that they purchase the book *Hedgehogs* by Pat Morris. This book is available from the British Hedgehog Preservation Society's Headquarters.

For the moment I have not stopped buying *C+VG* and will continue to purchase it until either the end of the year if some reference and suitable explanation to these slandering words is given.

You cannot imagine the considerable damage you have caused to the public image of the native hedgehog.
Laura Kay,
Middlesex.

Editor's reply: We all like hedgehogs here at *C+VG* — sorry that our review upset you so much, Laura. I hope we've put the record straight by printing your letter. And we'll all know better, won't we? My friend actually has a pet hedgehog in his backgarden...

• With reference to Stephen A. Graham's letter in the October, '85 issue. If he wants to moan, let him do it to *Zzap 64*, and *Crash*. Here are my observations on his points:
1) What is he on about, the letter's pages being so poor? Can't say that I think much of his letter.
2) Can't he survive without a Top 10, 20, 30?
3) Review are terrible? Stephen, you are probably a big-headed computer freak.
4) The competitions are good, and I think Stephen is frustrated because he can't understand them.
5) A programmer's diary? People do think the same things, especially if they are good ideas.
6) Type-in programs, might be for people who are skint and cannot afford games.
7)The lay-out is good since they changed the mag.
8) *Crash* and *Zzap 64* are rubbish. You see that when you read *C+VG* news, it's full of info.
9)The only change of F.B.'s boxing is that Frank Bruno has been filled in, and in the review *C+VG* stated clearly that this was to be filled in.
10 Why did you let this freak (Stephen A. Graham) take up so much room in the Mailbag?

Please print this letter.
Roger. G. Copleston,
Gwent.

CONTINUED OVER PAGE

Mailbag

COMPUTER + VIDEO GAMES
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• I would like to say something to the arcade owners who own the game *Star-Force*.

Do you do regular checks on the joysticks? I find in most cases you put your 20p in the slit, press the one player button then find the ship will not move in certain directions, due to constant use.

When a joystick is replaced, I have noticed that it is a four-way design. The game is totally unplayable. It needs an eight-way design.

When putting your money into any machine that doesn't work properly, are you entitled to a refund? This may sound stupid, but, I have put many a 10p in a machine that doesn't work the way it should.

Now a message to all software houses, please, please make a conversion of this wonderful game on to the C64.

Finally a tip on the game. Hit as many question marks as possible as this will gain you an extra ship.

Gary Jarvis,
Catford.

Editor's reply: Nice to hear from an arcade game player. Hopefully the arcade owners will heed your pleas, Gary. And you should be entitled to your money back if the game doesn't work properly. You must be prepared to make a fuss though. Let's have more letters from arcade fans...

• In reply to your request in September's issue for views of other Acorn owners I thought I had better write in. I bought an Electron in June '84 after deciding on that rather than a C64 due to the supposed compatibility of the Electron to the BBC. Now I regret it, now that I have seen that you simply seem to ignore me and my fellow Electron owners.

The BBC still gets a fairish look in, despite those complaints from the owners who are not satisfied. It is the Electron which gets left out. You admit you do not support machines which are not popular with your readers. How many Acorn users read your mag! Do you really know? The combined Acorn user base in the UK is around 600-700,000 which is nearly as many as there are C64s. I know it's not all your fault, but there are a few adverts in *C+VG* for Acorns — they do exist. The user bases of C16s, Ataris and MSX is far less than the Acorn user base.

The reviews are all for the C64/Spectrum owners with the odd one for the MSX, Amstrad and BBC. Do not say there are none for the Electron 'cos there's plenty of software around and some of it is worth reviewing. Hint — when reviewing a game for many micros, eg *Confusion* or *Combat Lynx*, please give marks for all the versions, not just one.

I admit I tried to sell my Electron to buy either a C64 or Atari — no one wanted it.

Gary Whitehead,
Norfolk.

Editor's reply: I think you've answered you own question when you admit to trying to get rid of you Electron, Gary. And I reckon your figures are a bit high, too. But the fact remains that software houses aren't supporting the machine as much as other more popular makes — for obvious reasons. We'll review Electron games when we can persuade the makers to send us review copies. Are you listening out there...?

• We are a national charity set up to help parents and professionals dealing with Down's Syndrome children.

Our membership now stands at approximately 4,500 and many of these children seem to have an aptitude for computer games and educational programs. As a result of this, we have had several enquiries over the past year as to what is available in computer software that may be of help to parents and teachers.

May I, through your magazine, appeal to any software manufacturers who could let us have lists of what is available so we can pass this on to our members.

Maggie Emsle,
Director,
Downs Chidrens Association,
4 Oxford Street,
London W1N 9EL

Editor's reply: Please help by writing to the above address.

• I have owned my Atari 800 and disk drive etc. for over three years now and recently decided to buy a Commodore 64 to see if it really was as good as everyone said it was.

I did expect the games aspect of the Commodore to be as good as, if not better than, the Atari which was hard to believe. I was very wrong indeed.

Not only did most of the programs crash if a wrong key was pressed, but the graphics, sound and animation were way below the standard of my trusty old Atari. One of the things which dissappointed me most about the Commodore was the so-called advanced S.I.D. chip which did not sound too advanced to me at all, especially when it was trying to produce sound effects. It also seems very unpredictable as in many musical games the sound does tend to go way out of tune quite often.

I did try to learn some of its so-called Basic but gave up accordingly. While Atari Basic is eight years behind the times, it supports all graphics and sound commands and is generally superior to Commodore Basic. I think if a devoted Commodore user saw an Atari computer really working he would turn blue with envy, sell his Commodore and buy an Atari straight away. That's if the Commodore user has any sense at all.

I have since sold my Commodore for buttons which is all that it's worth and would never trade my Atari in for anything seeing as it's the best 8-bit home computer you can buy.

I only wish you would support the Atari as much as the other, low grade, computers. If you did this, a lot more Atari owners would subscribe to your great magazine.

Roy Lynch,
Liverpool.

Editor's reply: Atari gamers are amongst the most loyal to their machines. But I reckon your comments could start quite an argument on these pages...

• My friends and I are facing a problem and we hope that you may be able to help us. We are all proud and happy owners of the Vectrex video game system.

Between myself and my friends we have nearly all the cartridges that were released for the system in Australia.

Due to the demise of Milton Bradley as a video game firm, we were stuck with only the initial release of some 20 catridges. As you may have gathered by now, we are searching the world for all the unreleased cartridges.

We have already sent away to America and we have bought (with an incredible amount of difficulty) the 3D goggles plus three cartridges made for the goggles.

The only problem now is that our contact has left America and the firms selling the last few cartridges are reluctant to send them to us.

I have been an avid reader of your magazine for quite some time and if I recall correctly you held a competition and the prize was a Vectrex light pen and cartridges. We hope that you can give us some information in regards to the light pens, its associated cartridges, as well as the cartridges listed.

If you know of any firms in Britain with these accessories, we would be immensly grateful if you could send us the firm's particulars or publish them.

David Yammouni,
Australia.

Editor's reply: You probably know more about the poor old Vectrex than we do, David. But maybe one of our readers can help you out. If you can write to us, we'll pass the information on down-under.

• **I would like to tell the readers of *C+VG* about a** software club that I joined recently. I had been looking for a good club and Preview Software Club's advert looked promising, so I sent off my £1 hoping not to get ripped off. Four days later I received some software lists; a news letter; a form for introducing new members for which you receive a £1 voucher. I earned four pounds in a few days. Also a £1 voucher for money off my first game. All games are sent first class.

But what really pleased me was when I came home at five o'clock in the morning after setting my car's engine on fire while still 150 miles from home, to find on the mat two U.S. Gold games (9.95 each); five pounds in vouchers; two letters and a package, plus a cheque for £5 which I had sent earlier.

Preview can be contacted at P.O Box 87, Solihul, West Midlands B91 3UJ

Richard Hammond,
Oxford.

END

MICROADS

NEXT MONTH IN C+VG



ON SALE DEC 16



Calendar by John Higgins.

● RIGHT! Fall in at your local army surplus store for the next action packed issue of C+VG.

For Wargamers we've got a special supplement packed with news, reviews and features about computer war-games. And there might just be a competition too. Why not get out from behind your computer screen for a while and play a real live war game? You can read how the C+VG Squad fought their way out of the Combat Zone next month!

Our cover feature next issue is so special that we're NOT going to tell you what it's all about. But it's going to be a real BIGGIE so why not ask you newsagent to reserve you a copy of January's C+VG. Then you won't have to worry about having to fight for a copy. Zero hour is first thing on December 16th...

● Andromeda is the name of a star system light years away. It's also the name chosen by a bunch of very talented Hungarian programmers who provide chart topping games software for many U.K. companies. Discover what's going on behind the Iron Curtain next issue...

● Arrrrrgggggghhhhh! Snik! Suzzzzzzle! If you can tell just what's going on here, then you'll have no trouble tackling next month's Friday 13th Horror Sound effects competition.

● Inside January's *C+VG* you'll find something that's going to be by your side for the next 12 months. It's a giant full colour poster calendar — and it's FREE with Computer and Video Games next issue.

● Ghostbusters was last year's mega-hit game and smash hit movie. This Christmas you could win your very own copy of the genuine Ghostbusters video from Activision and *C+VG*.



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